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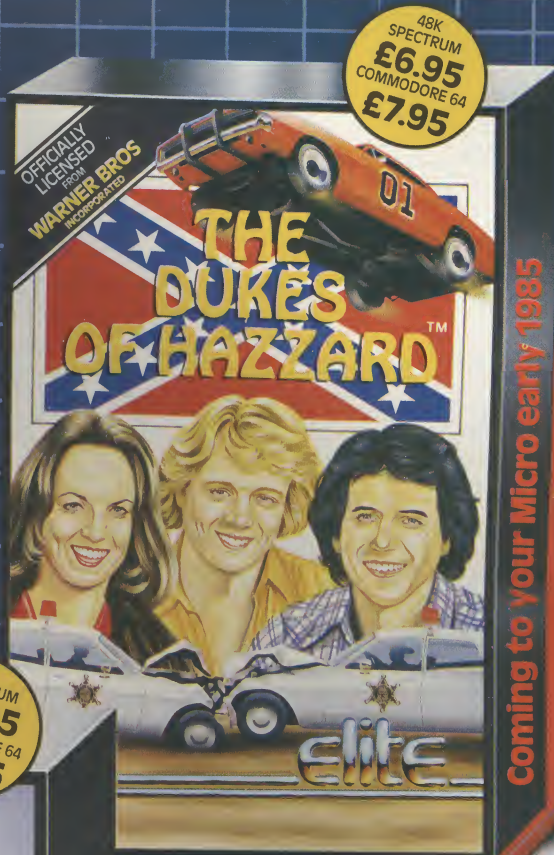
It's the 4th of July and as usual the Duke family want to have their annual party. The essential ingredient to make the party a success is moonshine, so it's up to Bo and Luke Duke to take the General Lee and fetch the moonshine Uncle Jessie Duke has left

scattered throughout the county. The problem is that Boss Hogg knows about the Duke Boys plans and has sent Roscoe and company out to stop the Boys collecting the moonshine.

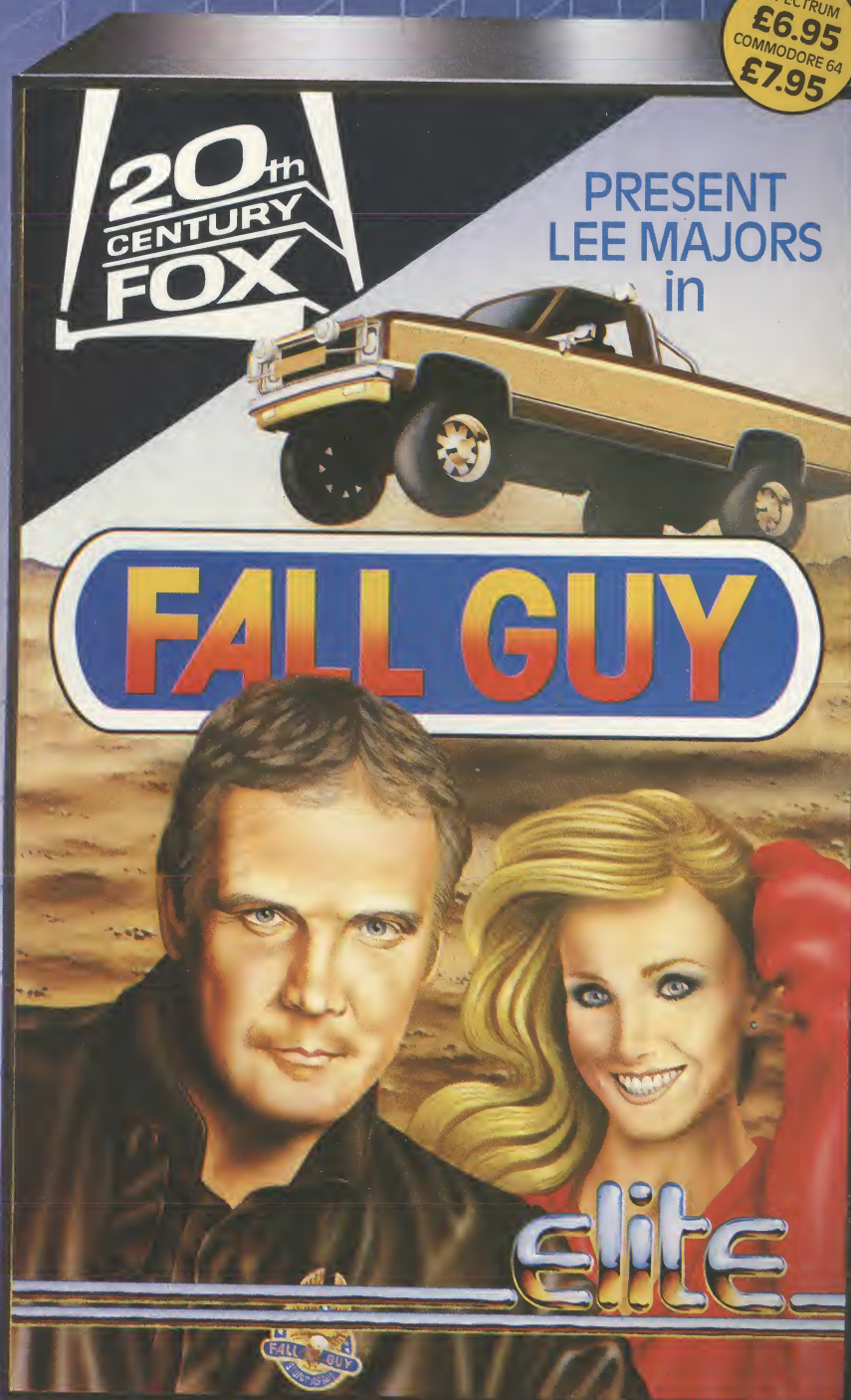
Kokotoni Wilf

As Kokotoni Wilf you must recover all of the pieces of the legendary Dragon Amulet (which has been scattered through time) for your master the great magician 'Ulrich'. Throughout the quest Wilf comes up against many dangers from huge Prehistoric

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48K Spectrum and Commodore 64



A still from the movie, *The Last Starfighter*. Turn to page 100 for our preview of this latest space adventure.

Cover: Universal Lorimar Productions.

**NEXT
ISSUE
ON SALE
16th
DECEMBER**

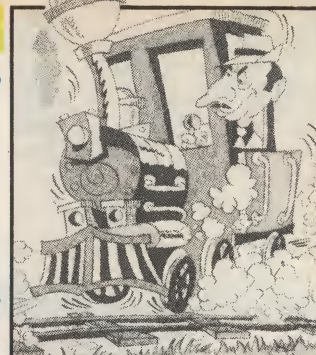
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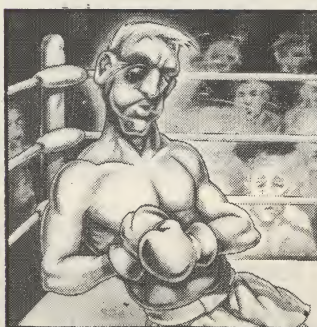
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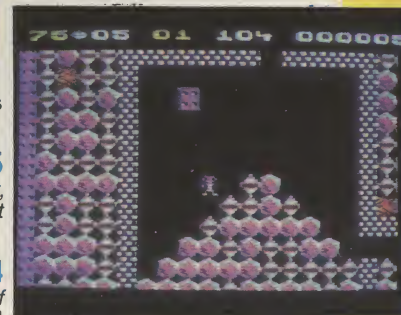


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Game of the Month Boulderdash

No man's land

ORIC/ATMOS

ORIC/ATMOS

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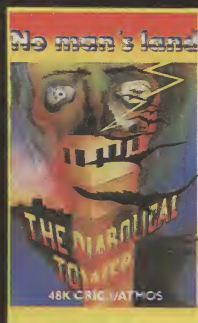
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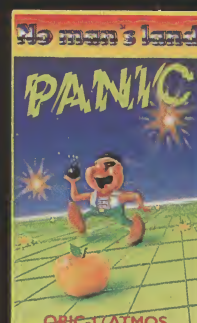
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GETTING THE BEST FROM DECATHLON

Dear Sir,

The two programs below are merge routines, the first for the Vic 20 and the second for the CBM 64.

1. *Vic 20*
POKE43,PEEK(45)-2
POKE44,PEEK(46)
LOAD

POKE43,1
POKE44,16

2. *CBM 64*
POKE43,PEEK(45)-2
POKE44,PEEK(46)
NEW

LOAD
POKE43,1
POKE44,8

Both programs should be typed in immediate mode. Press return after each line. It is important to note that the second program should have higher line numbers than the first.

PS. A good tip for Activision's *Decathlon* is to use a Zeta joystick. PPS Can anybody beat 11,306?

Graham Rice
Eynsham
Oxford

WHAT REALLY IS THE SCORE?

Dear Sir,

I am writing to complain about the high scores on *Jet Pac*. Scores like 25 million would take far too long to achieve. I noticed that the highest score shown in the September '84 issue was 13 million in 36 minutes. What utter nonsense! I also noticed that the score of 13 million ended in a 2. This, however, is impossible in *Jet Pac* because a score either ends in 0 or 5.

Derek Wright
Orpington
Kent

Editor's reply: As we've said so many times

before, Derek, we rely on the honesty of our readers when they enter our Hall of Fame. If you cheat, you only fool yourselves. Lots of people out there know about the scoring system for games — as Derek's letter illustrates.

A LOONY WRITES AND WRITES...

Dear Sir,

I've just got time for a few quick words before I return to the fray.

I'm one of those few million odd people who have, perhaps quite by accident, come into the possession of a "Home micro-wave oven" ... or at least I think that's what the man in the shop called it. Anyway, this micro thing seems to be taking over my home.

I can't watch TV in the mornings because my sister is catching up with her language course with something called "The French Mistress" ... which I at first assumed to be one of those new video-game-nasties. When I come home at night, I find my father has invited a dozen business associates round to work out the many ways to swindle the company on the "Busi-calc-for-complete-novices-and-chartered accountants".

So where does that leave me? I have to wait until the stroke of midnight before I can plug in my trusty Kempston and sally forth into the dim and distant worlds of "Ulti-magi-tronics", and other less well known but equally dubious sounding zones of twilight ... which brings me, at last, to what I really intended to write about. Is there yet a definition for a person who spends hours at a time seeking the fictitious destruction of

little dots on a screen, or manoeuvring a small character called Willy (?) around scenes which seem to be the result of a particularly bad batch of glue ...

From present sales figures, I would be tempted to define such a person as a Consumer, or to use a modern, hip word — punter.

I hope that you wholeheartedly disagree with this, if only to create a little controversy into an otherwise bland letter.

I have in my possession a few games which, I am afraid to say, come into the "I wish I hadn't bought ..." category. For example *Schizoids*, *Transylvanian Tower*, and a few lesser items which could easily feature in a computerised version of "The worst of Hollywood". Next time I read "... and all the features you have come to expect ..." I will think to myself: "Ah yes, Poor scenes, flickering graphics, boring, slow, fondue, cuddly toy ..."

Didn't he do rotten! Of course, I am biased. I forked out £130 on a Clinclair Clectum and every other game I see for it is "arcade standard" advertised and plays like a nun in a brothel ... is this my fault? ... Any Atari owner will say "Yes, you are an idiot ... Ah so."

But I digress. The truth of the matter is that I enjoy the good Spec-games, few though they are, and I also pay attention to the reviews that illustrious publications, such as yours, give them.

I'll have a bash at anything — Adventures, wargames, shoot-'em-into-bits, even the highly overrated "Graphic Arcade Simulations" but I'm afraid I have yet to find one that makes me wake up in a cold sweat ... pity

about that "French Mistress" ...

I must admit, I did like *Manic Miner*, until I found the Skylab stage impossible. I haven't played it for months. So you can appreciate the elation that I felt when confronted with the prospect of continuing the saga in *Jet Set Willy* (can you?). However, the joy was short lived ... Bugs? That game is more infested than a tramp's hammock! If you have played it for more than five minutes (how long DO you reviewers take?), then you will know of the bugs that I speak, and how, once manifested, the only way to remove them is to re-load the whole thing from scratch.

Ha Ha Ha, what is this padlock software security? It's almost laughable what some people will do to deter us budding pirates! And what if I do lose the card with the codes on it? But then, if I was making that sort of money, I suppose I really would be worried about a few copies being made.

How infuriating to find the *Best of Bucks Fizz* sporadically interrupted by "Beep ... crackle ... zzzzz", as some jerk has copied the latest copy of the latest arcade simulation of a book of the film of ... there's more ...

So what can I do? Type in one of those extremely good games that get printed up in all the best mags? (Sorry).

Here's a new one that you might not have seen before:

```
10 PRINT "Input
Direction"
20 INPUT a$
30 PRINT "You are
lost":GOTO 10
```

Followed by a mad dash for the user's manual, as a million new Spec-owners try to find which key



combination produces PRINT . . . I hear the latest excuse is that typing in a game out of a mag actually helps one's programming ability . . . answer on a postcard to . . . etc.

Sorry to sound so cynical, but the primary school across the road is teaching the kids exactly the same thing that I am trying to understand on a B/T Compt. Science course . . . and we get called the future brains of Britain. I fear more for this country's future than I did when Uncle Albert split his atoms.

Remember skateboards? In ten years, if you are lucky, you might remember home computers.

I am going back to fight the mothership on level 4 now, but be warned, I shall be in touch . . .

If you print any/all of this rubbish, I shall be your servant for life and I might even buy the next issue. If you don't, then the next one will be even more intellectual . . . and possibly spelled rite. Until next time,
*John Tapper,
Herefordshire*

BRING BACK OUR VIDEOGAMING!

Dear Sir,
I think it's about time I wrote to you expressing my disappointment in the recent Video Gaming sections in your magazine.

I am not criticising the way in which you judge the games, but rather the lack of games over the past few months. As video game owners are expected to pay the same as micro owners for the mag, I feel we should get more than three or four reviews per month (only one in August). This is my only criticism of an

otherwise excellent magazine.
*Kevin Hatter
Trowbridge
Wilts*

Editor's reply: Thanks for your letter Kevin, and I have to agree with you that the Videogaming section has been a little bit thin over the last few issues. The reason for this is that there aren't the number of new releases for the video games systems that there were a year ago. Without new games to review, there simply isn't anything for Joystick Jury to pass judgement on.

TOP US GAMES FOR THE TEXAS

Dear Sir,
I am writing to tell you how pleased I was to hear that Parco Electrics has bought up the stock of American Texas Instruments cartridges. Maybe now Texas owners will be able to obtain what we have always wanted — good versions of top American games.

Software has always been hard to get and I feel that now, at last, things may be getting better.

I am also writing to ask if C&VG could get hold of some and review them — now that these cartridges have become available. This would make choosing the good buys a lot easier.
*Andrew Meiklejohn
Gullane
East Lothian*

Editor's reply: We have reviewed a couple of these games already, Andrew. These were *Buck Rogers* and *Burgertime*. If you check out your back issues you should be able to find them. We will continue to support the Texas.

ADVENTURE MISTAKE — SURELY NOT?

Dear Sir,
As avid readers of your most enjoyable Adventure column, we thought we should write and notify you of one of your rare mistakes.

In his review of *Ring of Power* for the CBM 64, Geoffrey Carew states that the only graphics are some "murky sprites at the edge of the screen". If you type PICTURE you will get the full colour graphics, although they are rather repetitive and boring.

TEXT will take you back to the test mode. There is no mention of this, however, in the instructions.

Apart from that, we agree with the reviewer.
*Simon & Edwin Sheaf
Hove
East Sussex*

PROTECTION FOR BASIC PROGRAMS

Dear Sir,
I would like to know if it is possible to safeguard a program (in Basic) from being broken into.

Programs like *Jet Set Willy* and *Sabre Wulf* cannot be broken into during the game. I know these games are in machine code but I wondered if it was possible with Basic listings.

If it is possible, could you please tell me or give me a few hints. I own a Spectrum 48k.
*A B Walker
Broughton in Furness
Cumbria*

Editor's reply: There's a number of ways of protecting a Basic program. On the Spectrum, POKE 23659,0

will disable the Break key and the machine will crash if someone tries to look at your program. But if you supply the game on tape, it's still possible to MERGE the game before it has a chance to run and set up the POKE.

The reason that machine code games are easier to protect is that a Basic program automatically keeps checking whether you're pressing BREAK. In machine code, you have to do this yourself in your program.

If you don't then there's no way of breaking in without turning off the machine. So programmers of games like *Manic Miner* will remove the BREAK part of the program before it goes on sale.

C&VG IS JUST IRRESTIBLE!

Dear Sir,
I was not a regular reader of your magazine until June. I saw on the cover that you had the missing screen from *Jet Set Willy*. I bought it instantly and rushed home to program it in. I was delighted with the game.

A month later I saw your July issue on the shelf. I saw your 52-page Book of Games so I bought it. This issue was just as pleasing as the last.

I am now planning to get C&VG every month. It also has lots of competitions and reviews which is what I like. I have only one criticism and that is that there are too many adverts.

Keep up the good work and my friends and I will continue to buy your magazine.
*Matthew Clayton
Oteley
N Yorks*

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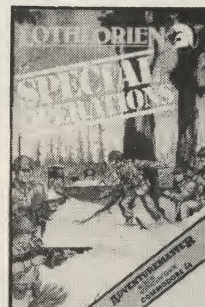
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Closing date January 31, 1985. Complete the entry form below and return to us with a corner cut from the cassette sleeve of Special Operations. **DO NOT** send your tape with the entry form.

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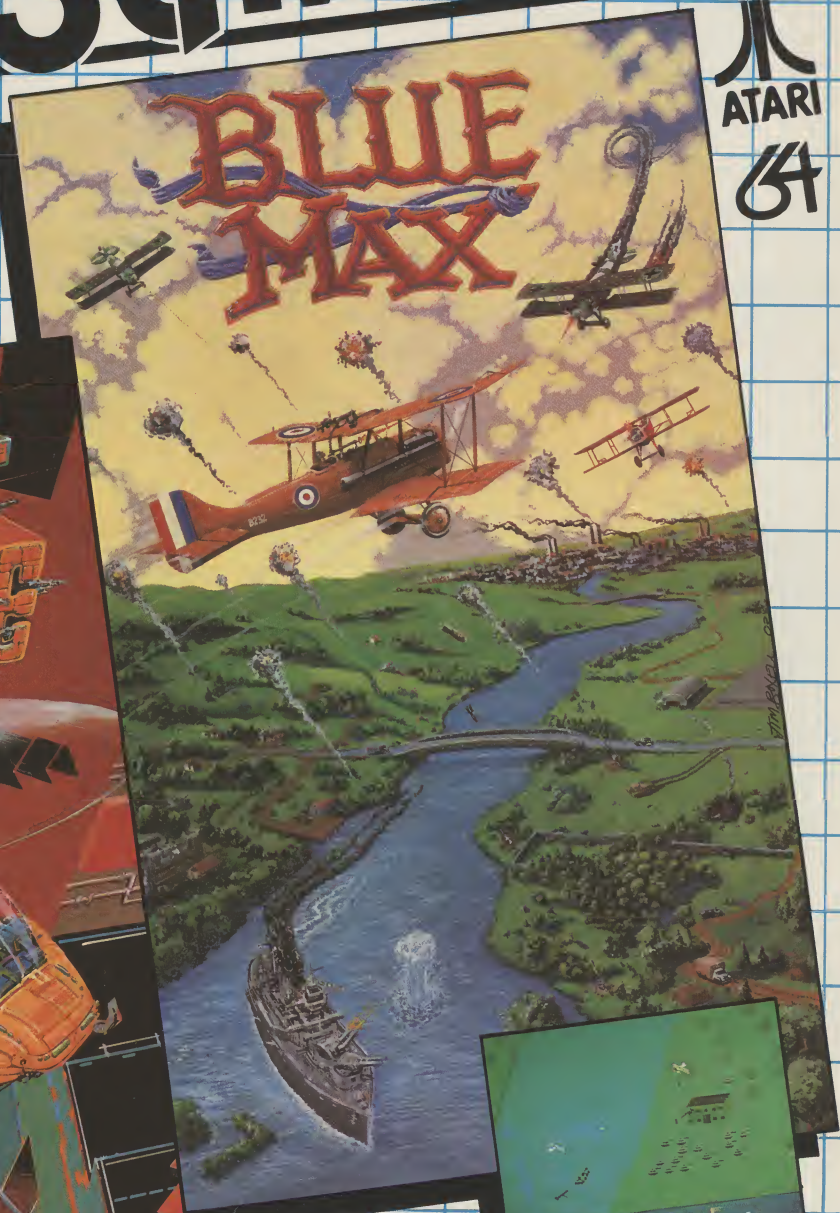
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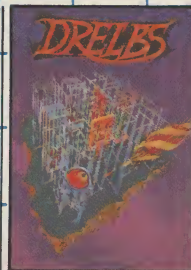


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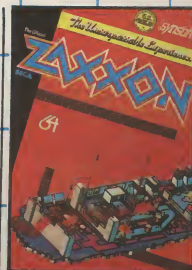


You're at the controls for this World War I dogfight game.

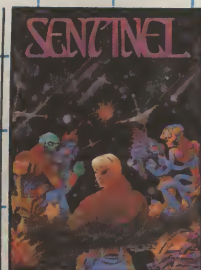
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COMPETITION



You all read last month's amazing MSX-extra where we explained the vices and virtues of the new breed of micros from Japan. Well, if our features persuaded you to buy one, you'll need some games to play on them won't you? And we've got the games if you've got the answer.

THE QUESTIONS

1 What do the initials MSX stand for? If you got last month's issue, this question will be no problem!

2 What is the name of Britain's Olympic Decathlon champion — featured on *C&VG*'s July cover.

3 Name the famous Activision programmer who created *Pitfall*?

WIN MSX GAMES

Our friends at Activision have come up with £400 worth of MSX software for you — if you can answer the three simple questions below.

Fifteen people will get their hands on sets of two Activision MSX games — conversions of their mega-hits *Beamrider* and the classic *River Raid*.

Just the thing if you've got yourself a new MSX! Now answer the questions, fill in the coupon and mail it to



Computer & Video Games, Activision MSX Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 16th and normal *C&VG* rules apply. The editor's decision is final and no correspondence will be entered into.

COMPUTER & VIDEO GAMES/ACTIVISION MSX COMPETITION

My answers are

1.....

2.....

3.....

Name

Address

.....

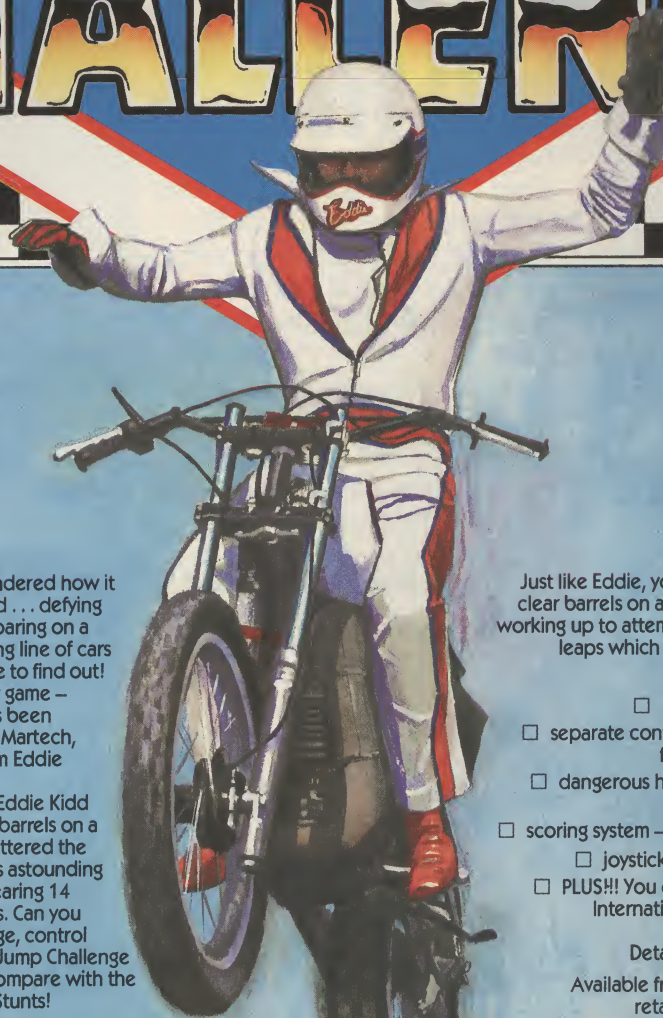
..... STOP PRESS THIS FABULOUS NEW GAME IS NOW FEATURED IN
THIS MONTHS COMPUTER & VIDEO GAMES **HALL OF FAME**



THE
OFFICIAL

Eddie Kidd

JUMP CHALLENGE



If you've ever wondered how it feels to be Eddie Kidd ... defying danger and gravity, soaring on a motor-bike over a long line of cars ... here's your chance to find out!

This fabulous new game - Jump Challenge - has been produced for you by Martech, with a lot of help from Eddie himself.

At the age of 12, Eddie Kidd was jumping over oil barrels on a bicycle. At 18, he shattered the world record with his astounding leap of 190 feet - clearing 14 double-decker buses. Can you match his skill, courage, control and ice-cool nerve? Jump Challenge will show how you compare with the King of Motor-Cycle Stunts!

Just like Eddie, you'll start by trying to clear barrels on a bicycle ... gradually working up to attempting Eddie's daring leaps which have thrilled millions around the world!

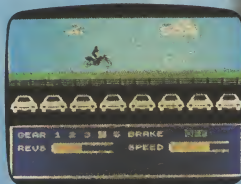
- ☐ 100% machine code
- ☐ separate control of bike and rider for incredible realism
- ☐ dangerous headwinds for added difficulty
- ☐ scoring system - for successful jumps
 - ☐ joystick or keyboard option
- ☐ PLUS!! You can enter the Official International Jump Challenge Competition!

Details on cassette insert

Available from leading software retailers OR order today by mail, price £6.95 (48K Spectrum) or £7.95 (Commodore 64, BBC 'B', & Electron) including VAT and P&P. Please make cheque or postal order payable to Software Communications Ltd. Allow 7 days for delivery.



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SPECTRUM



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48K SPECTRUM · COMMODORE 64 · BBC 'B' · ELECTRON

COMpetition

SPOT THE DIFFERENCE AND WIN A MEGARULE!

The Megarule is a ruler with a difference — it magnifies over 100% and is ideal for computer listings. The pale blue tint takes your eye directly to the area and the central marking makes sure you focus on the actual line you need. Each Megarule in this special limited edition carries the *Computer & Video Games* logo.

Look at the illustration and then turn to page 85 and find as many differences between the two pictures as you can.

Circle them and send a completed entry form to: Megarule Christmas Competition, *Computer & Video Games*, Priory Court, 30-32 Farrington Lane, London EC1R 3AU.

50p OFF

SPECIAL READER OFFER

To make sure you get a Megarule or to order more for Xmas presents, just fill in the coupon and save 50p off the normal price of £2.99. This offer is exclusive to readers of *Computer & Video Games*.

Just send your remittance of £2.49 per Megarule to Mega Marketing Ltd., 20 Orange Street, London WC2H 7ED or phone 01-930 1612 with your Access number.



MEGARULE CHRISTMAS COMPETITION

I have found differences

Name

Address

The competition is only open to readers of *Computer & Video Games*. No staff (or their relations) of *Computer & Video Games*, Mega Marketing or associate companies may enter. The editor's decision is final and no correspondence will be entered into. A list of winners will be provided if requested. Closing date is December 16th.

To: Mega Marketing, 20 Orange Street, London WC2H 7ED.

Please rush me

Megarules at £2.49 each. I enclose

a cheque/postal order to the value of

£..... Or debit my

Access card number

Name

Address

Signature

PART II SYSTEM 15000 COMPETITION

So, you won a *System 15000* in last issue's competition did you? Well now you've qualified for the next part of our great *System 15000* competition. All you have to do is play the game — by doing that, you'll be able to answer the questions below.

Get the answers right and you could soon be the proud owner of an Answerphone Modem! We've got five to give away, thanks to our friends at Craig Communications, the people behind *System 15000*. Want one? Then get cracking!

THE QUESTIONS

1. What is a modem?
2. What type of game is *System 15000*?
3. What is the telephone number for Seastar Travel?
4. Who owns Realco?
5. What is the account access code at Midminster Bank?

SYSTEM 15000 MODEM COMPETITION

My answers are:

1

2

3

4

5

Name

Address



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☐ Spectrum

Name

Address

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COMPETITION

FREE OFFER

What can 13p get you these days? The first 10 pages of *C&VG*, a quarter of a can of coke or half a Mars bar. Not great value for money. But here at *C&VG* we've come up with a great idea to help you spend those few pennies — and what you get is worth at least three times as much!

It's a copy of our amazing Thompson Twins flexi-disc Adventure game. If you missed out on our October issue, you will also have missed out on your free copy of the flexi.

So, due to great public demand, we've decided to offer copies of the disc just for the price of a second class stamp.

All you have to do is fill in the coupon below, stick a 13p stamp on it and post it to the address on the coupon — NOT *C&VG* please. Don't lick all the stamp — otherwise we'll never be able to get it off to fix to your flexi-disc package.

I'm afraid you won't be eligible for the competition at this late date — but the first 25 people to send in their coupons will receive a free *Computer & Video Games* tee-shirt.

THE COUPON

Computer & Video Games
Flexi-Disc Offer

Please send
me my free
flexi-disc:

stick
stamp
here!

Name.....

Address.....

Send to: *Computer & Video Games*
Flexi-Disc Offer, Ward Lester Ltd,
14 Hertford Road, London N1.



PETER PAN SPOT THE DIFFERENCE!

Peter Pan was flying around long before people started playing computer games. But we reckon, if he's still out there in Neverland, he'll be playing all the top games along with the rest of you.

Being a conceited chap, he'd certainly want to see how his own adventures had been transformed into a computer game!

Hodder and Stoughton, publishers of the book, have just released a new game based on *Peter Pan*, the classic children's fairytale by J.M. Barrie. The game comes complete with a copy of the paperback — so if you haven't yet read it, now's your chance.

We've got six copies of the Adventure game — which runs on the Spectrum and the BBC — to give away to the readers who can spot the differences in the Peter Pan illustrations on this page.

Once you think you've found all the differences, ring them with a ball point pen and send the pictures and the coupon below to *Computer &*

Video Games, Peter Pan Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Closing date for the competition is December 16th and normal *C&VG* rules apply.

Remember to mark the outside of the envelope with the make of micro you own.

C&VG/PETER PAN COMPETITION

Name.....

Address.....

Computer you own:

Spectrum ☐

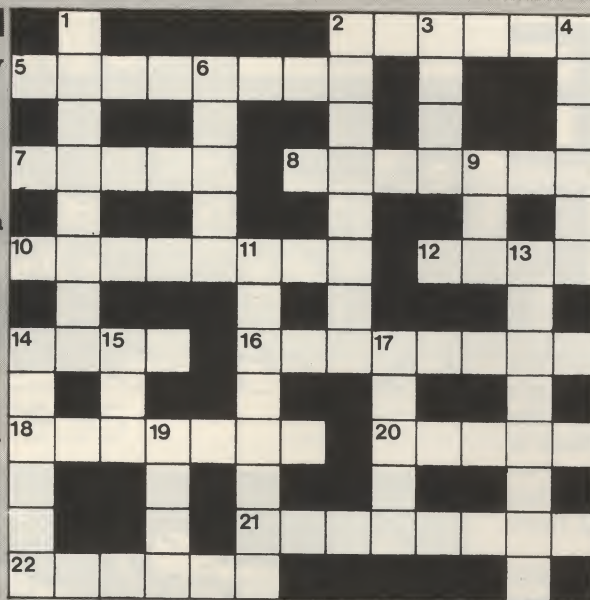
BBC ☐

CROSSWORD

We proudly present another of our amazing C&VG crossword puzzles — with the clues in the right order! The first three correct answers to this crossword out of the C&VG memory bin will get an amazing "The Champ" tee-shirt. Just send your completed crossword to *Computer & Video Games*, Crossword, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Clues — Across

2. Amphibian drive by LOGO (6)
5. Sabre Wulf's software house (8)
7. Finger, toe or number (5)
8. Stop holding down a key (7)
10. Check that data is reasonable (8)
12. He's at the end of the Q* in the game (4)
14. It may be magnetic or paper (4)
16. A file of information for applications (4,4)
18. VDU (7)
20. Fighter flier (5)
21. Computer game for a full back? (8)
22. Phantoms in Atac (6)



Clues — Down

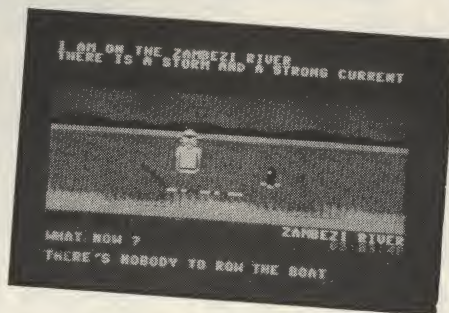
1. Game that sounds related to the crocodile (8)
2. CEEFAX, for example (8)
3. Speed (4)
4. What you need to be to enter the Hall of Fame (6)
6. Beaten at Chess (5)
9. A big one rolls barrels in Donkey Kong (3)
11. Artificial humans (8)
13. Returned to original value or condition (8)
14. Co-ordination (6)
15. Point in a din plug (3)
17. Macintosh micro (5)
19. Fluids for jet printers (5)

AFRICAN SAFARI

African Safari is the first Adventure game to feature fully animated scrolling graphics. And you need a joystick to play it, too! We've got 25 copies of this revolutionary new game for the Commodore 64 up for grabs, thanks to our friends at the new and innovative software company, Interdisc.

You can read all about the game in our *Games News* pages this issue. And on this page are some screen shots so you can see what the game is all about. Want one? Then all you have to do is answer the three simple questions below, fill in the coupon and mail it to *Computer & Video Games*, *African Safari*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 16th and normal C&VG rules apply. Now for those questions:

1. What was the name of the young boy befriended by animals in the classic children's story *The Jungle Book* by Rudyard Kipling?
2. In the Tarzan movies the ape-man's best friend was a chimpanzee. What name did Tarzan give the chimp?
3. What animal won't you find on an African Safari? a) Elephant b) Flamingo c) Tiger.



One night, a couple of months ago, Snag Junior crept into the C&VG office to create his usual havoc. You probably noticed that he'd been at work when you attempted the crossword in October's issue. The headlines to the Across and Down clues were switched! I'm happy to report that everyone managed to unravel Snag's night's work and also to complete the crossword correctly. There are three winners, all of whom will receive a C&VG tee-shirt. Well done to Mr J Eagle, London; Mark Woolrich, Doncaster and Mr M R Eves from Surrey. The correct answers are below.

C&VG/AFRICAN SAFARI COMPETITION

My answers are:

1.

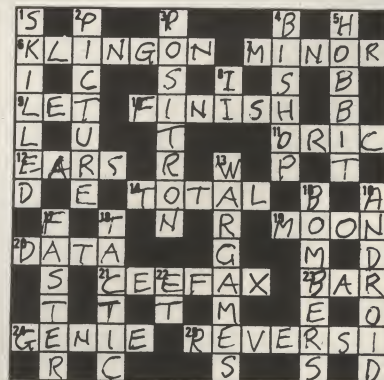
2.

3.

Name

Address

SOLUTION



Turn to page 207 for competition results . . .

Due to the fact that this issue features so many great competitions and prizes, we've decided to feature these and have put the competition results on page 207. If

you've entered a competition in the last few issues and the results haven't been printed — they'll definitely be in the January issue.



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WHO ELSE GIVES YOU ALL THIS?

- gunships, wire guided missiles and grenades. It's up to you. There's a night action feature and nine minefields just to liven things up.

צ'אנג צ'אנג

	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
ZX81				
Cassette 50	9.95	4.97	07700	Cascade
The title says it all because this program has 50 great games on one cassette. We don't have space to list them but they're all here . . . maze, arcade, missile, tactical and logic.				
Football Manager	5.95	2.97	01470	Addictive
Captures the real life drama and excitement of the game . . . transfers, league tables, injuries, promotion and relegation, FA Cup, seven skill levels and much more.				
Krazy Kong	3.95	1.97	01590	PSS
Climb the pyramid knocking out the supports for the giant gorilla as you go, meanwhile dodging the barrels and rocks he drops on you.				
Pilot	5.95	2.97	01530	Hewson
Take the controls for a night flight, navigate by beacons using the instrumentation, take off, climb, bank left and right, descend and land you'll learn to master them all.				

JOIN THEM And start by choosing any three games for half price

(plus p&p)



THEN GO ON TO MAKE **HUGE SAVINGS** ON AROUND 400 OTHER TOP TITLES EACH MONTH

COMMODORE 64	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Android 2	6.90	3.45	07160	Ocean
You are the Android — stop the advance of the Millitoids, survive the Maze of Death, rationalise the Paradox Zone and cross the Flatlands — but beware the lethal hoveroids, bouncers and landmines.				
Blogger	7.95	3.97	05510	Alligata
Follow the exploits of Rodger the Dodger, master burglar, through banks, shops and houses — but watch out for alarms and very spooky night-watchmen.				
Son of Blogger	7.95	3.97	05520	Alligata
You've polished your skills on Blogger, now put them to the test with his son — Slippery Sid's not after money... espionage is his game.				
Cavelon	6.90	3.45	05860	Ocean
Enter the castle stronghold at your peril! To rescue Guinevere you must ascend six awesome levels dodging and battling the deadly knights. Will the magic of the sword Excalibur make good prevail?				
Dare Devil Dennis	7.95	3.97	06790	Visions
So you think you could be a stuntman... the money is good but will you live to enjoy it — test your skills on land, sea and snow.				
Hunchback	6.90	3.45	03750	Ocean
Rescue Esmerelda from her castle stronghold. Featuring the Ramparts, Knights, Arrows, Fireballs, The Pit and of course those Bells!				
Loco	7.95	3.97	06180	Alligata
Through terrifying hazards and under constant aerial bombardment, this is the nightmare train journey of all time — can you make it before you run out of fuel and become a sitting duck.				
Micro Olympics	5.95	2.97	07080	Micro-User
Five track events plus long jump, high jump, pole vault, javelin, discus and hammer — you can take part in them all at the fabulous Micro Olympics.				
Potty Pigeon	7.95	3.97	09210	Grenlin
Percy the Potty Pigeon makes suicidal attempts to build his nest by plucking twigs from the path of onrushing traffic — he has one weapon though — his revolting explosive eggs!				
Snooker	8.95	4.47	03960	Visions
Accurate table layout, variable shot strength, spin on the ball in any direction, foul feature... it's like having your own full size table but guard it or you'll never get a chance to play yourself.				

VIC 20	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Bongo	7.95	3.97	05210	Anirog
Hilarious game for the whole family — Bongo the Super Mouse sets out to find the stolen diamonds so he can win the hand of the King's daughter in marriage.				
Dungeon Droid	5.00	2.50	07630	Novasoft
Your Space Ship is low on Novalite fuel crystals forcing you to land on a planet whose inhabitants worship them. Brave the many dangers in the multi-level tomb before your ship is destroyed.				
Mini Kong	5.95	2.97	01780	Anirog
Kong has abducted a young maiden and trapped her in his lair — you have to climb the ladders to rescue her as the angry Kong rains down a stream of barrels to crush you.				
Flight Path 747	7.95	3.97	05690	Anirog
As the pilot of this high performance jet liner you must take off from an airfield surrounded by high mountains and having climbed safely over them prepare yourself for a landing in the valleys below.				
Snooker	8.95	4.47	02170	Visions
Game description as for Commodore 64				
ELECTRON				
Blogger	7.95	3.97	05170	Alligata
Game description as for Commodore 64.				
Chuckie Egg	7.90	3.95	02190	A&F
Who'd think a farmyard could be so stressful? You must collect the eggs before the nasties get out and eat all your corn. And if the crazy duck gets out of the cage, you're in real trouble!				
737 Flight Simulator	7.95	3.97	06420	Dr. Soft
"Start approach well out, starting down from 3000ft at 10nm range, don't forget flap and gear, aim for a 3 degree slope down to the runway, follow up with power to control speed"... just one of the manoeuvres in this superb flight simulation — a real test of skill.				
Guardian	7.95	3.97	05910	Alligata
Stop the Landers trying to capture Humanoids from your planet surface while tackling flying pods, swarms, alien bombers, deadly baiters and a carnivorous overblown jellyfish.				
Snooker	8.95	4.47	02280	Visions
Game description as for Commodore 64.				

Guarantee

We aim to make the Software Club the only club you'll want to be with. All of our programs are guaranteed genuine from the original manufacturers and are produced to the highest standards. However, if any tape proves to be defective please return it to us, with a short note explaining the malfunction, and we will replace it (for the same title) by return of post.

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To: THE SOFTWARE CLUB, PO BOX 180, ST. ALBANS, HERTS AL3 5BD
Please accept my application, enrol me as a member of The Software Club and send me the introductory tapes whose numbers I have written in the boxes below, for which you shall charge me in due course, should I decide to keep the software (plus a total of £1.25 for postage and packing). If I am not completely satisfied, however, I may return the tapes intact within ten days, my membership will be cancelled and I will owe nothing. As a member, I need not take a tape every month, if I want no tape at all, I can say so on the card provided. I will, however, choose at least six tapes in the first year. I am over 18 years of age. (This application must be from your parent or guardian if you are under 18 years of age).

My 3 selections are (item code)

--	--	--

Machine	Memory size
Mr/Mrs/Miss/	
Address	
	Postcode
Signature	

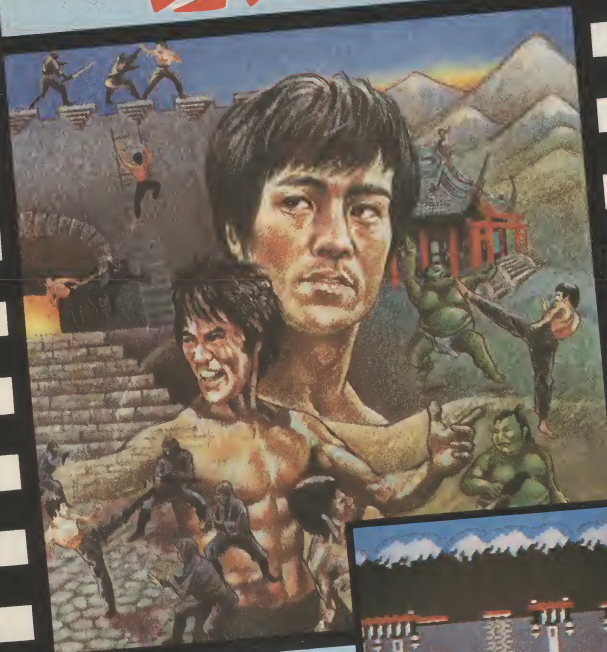
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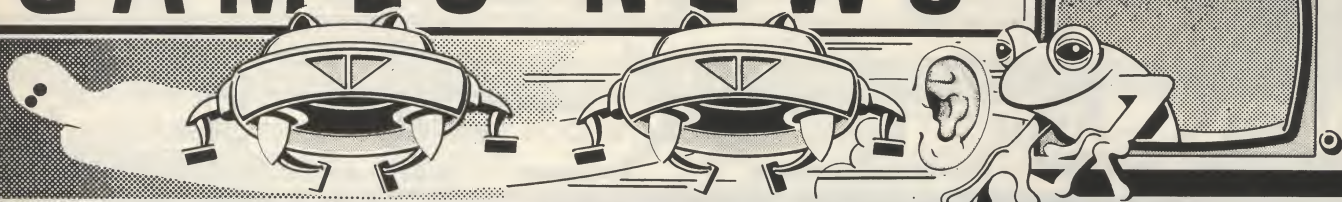
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DEALERS! For information on how to become a U.S. Gold Stockist write to: CentreSoft Ltd., Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020. Telex: 337268. Overseas enquiries welcome.

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G·A·M·E·S N·E·W·S



ON SAFARI

Who said you don't need a joystick to play an Adventure?

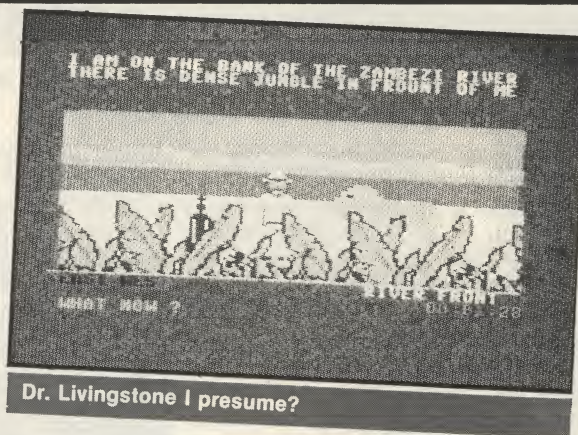
Interdisc has just released what must be the first animated scrolling graphic Adventure for the Commodore 64, called *African Safari*. You have to help Dr Livingstone find the long lost Kenyan Diamonds in an enthralling and original game.

Not only do you have to control the action arcade style with the joystick, you must also help Dr Livingstone solve various problems by inputting the regular Adventure instructions.

The screen display is split into two. The top half of the screen shows Dr Livingstone and his surroundings which he explores as you move him around using the stick. Below is the test — it shows in which direction Livingstone can move and, if you see anything interesting on screen, you can tell Livingstone to LOOK and a description of the article flashes up on screen.

Interdisc is also releasing a double pack of space shoot-out games for the 64 — *Gammaron* which is an adaptation of arcade *Xevious*, with more great graphics, plus *Starforce*, an updated version of that old Atari VCS classic, *Star Raiders*.

If they keep up this high standard of release, Interdisc is a company which games players should watch in the coming months. All releases should cost £9.95.



VALKYRIE 17

A team of undercover investigators have been working around the clock to uncover a secret organisation known only as Valkyrie 17. *C&VG* has been in on the action and in coming months we will reveal the truth behind this evil organisation. And believe us, the members of Valkyrie 17 are even more unscrupulous than a bunch of software pirates. So if someone says to you "The Red Kipper Flies at Midnight" don't laugh at them — they could be attempting to tell you something to your advantage. Watch out for men in trenchcoats — and watch this space for more undercover information about Valkyrie 17.

It all has something to do with this blueprint we discovered poked under the *C&VG* office door the other night...

FLYING RED KIPPERS?

HERE COMES THE JUDGE?

STRONTIUM DOG

At last! Someone has got around to converting those great comic characters from the best British comic around, *2000 AD*.

Quicksilver, the people who brought you our amazing Thompson Twins Adventure game in October, have signed up Johnny Alpha, better known as *Strontium Dog*, to star in a series of computer games.

The first *Strontium Dog* game, for the Commodore 64, is out now. You can find a review of the game, *Strontium Dog and the Death Gauntlet*, on our reviews pages this issue.

Strontium Dog: The Killing, will be the next release. This concerns a planet ruled by a dictator who stages a tournament for all the most evil and vicious killers in the universe. They battle against each other to discover who is the nastiest.

Strontium Dog, who is a Search and Destroy Agent, attends the tournament to wipe out a few of these criminals. Can't wait to see it!

PARKER BROTHERS BOW OUT

Parker Brothers — the company who launched the *Star Wars* video games with a massive TV advertising campaign — have withdrawn from the games business "until the market settles down".

Parker are owned by Palitoy which is one of the largest toy manufacturers in the world.

The withdrawal of Parker Brothers surprised many in the computer games business who believed that they would use the muscle of the parent company to become one of the leaders.

Parker's decision means that all planned products will now be put on ice — including the range of *Star Wars* games planned for the Spectrum and 64.

A company spokesman said "fifty per cent of Parker's business is in video game cartridges for the VCS... the recent Atari price cuts have destroyed any possible margins on our products, many of which are based on licences acquired at great cost from popular films and well known characters".

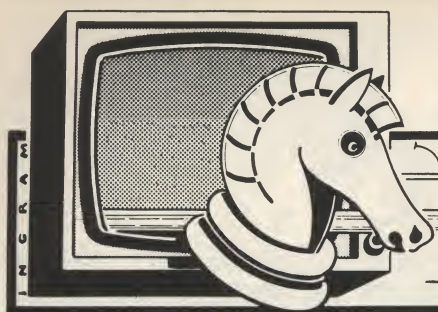
Parker would not say when they expected to re-enter the market for computer games but it is thought that a toy company of Parker's size cannot afford to stay out of this market for ever.

For those of you who have never read *2000 AD*, Johnny Alpha is one of a race of mutants created by a nuclear war known as Strontium Dogs.

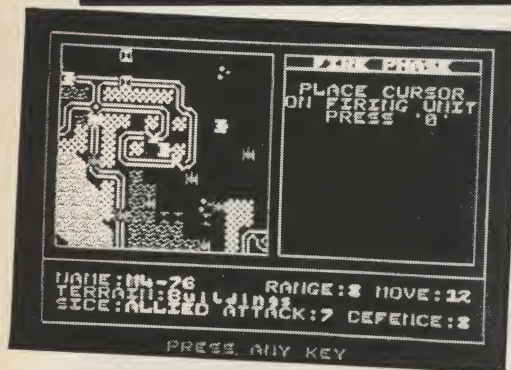
They are social outcasts shunned by the rest of society and the only job they can get is bounty hunting — tracking down deadly criminals and enemies of the state. A sort of futuristic *Dirty Harry*.

Unfortunately, *2000 AD*'s best known character, Judge Dredd, has already been snapped up by an American movie company.

Quicksilver's Mark Eyles told *C&VG* that they were attempting to see if they could get hold of the rights for the Judge. But, in the meantime, he's looking at other heroes from the comic with a view to turning them into sprites.



G·A·M·E·S N·E·W·S



D-DAY FOR THE QL

Games Workshop's first venture into computer games will make a little bit of history. One of their forthcoming new releases called *D-Day* will be coming out for the QL — the first game for this new machine.

D-Day is a graphic war game for two players based on the Normandy landings of 1944. Players take the Allied or German sides, deploying their armed forces.

We've already mentioned *Battlecars*, a Mad Max-type race game with some original touches which will be released for the Spectrum at the same time.

THE PRINCE IS A WINNER

John Sherry of Keele, Staffordshire is the winner of the 1984 Cambridge Award, co-sponsored by CCS Cases Computer Simulations and Sinclair User. John will receive a £2,000 cheque and the Cambridge Award trophy.

John Sherry's winning program, *The Prince*, for Spectrum 48k, is a highly original, tactical and interactive Adventure game for four players which could spark off a new generation of complex Adventure programs. It is being published by CCS and will be priced at £7.95.

GHOSTBUSTERS

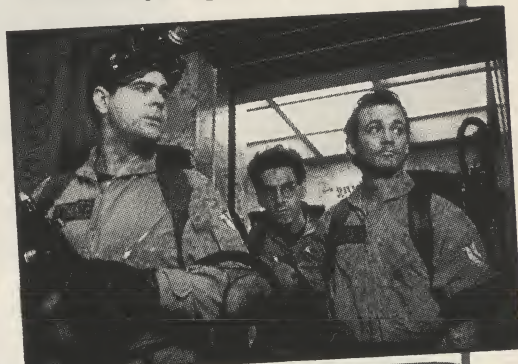
Ghostbusters is a smash hit movie in the States right now — and the theme tune from the film has been riding high in our music charts for several weeks. Now Activision has got hold of the rights to make the game of the film!

David Crane, Activision's top programmer, who brought you *Pitfall* and *Decathlon* has been given the task of turning the movie into a game which Activision says will be on sale in time for Christmas. *Ghostbusters*, the movie, tells the tale of three New Yorkers who set up in business fighting ghosts and ridding the city of paranormal beings. It's a light-hearted comedy and has been beating *Indiana Jones* at the U.S. box offices.

David says the game will contain a mixture of Adventure, strategy and arcade action based on events on the film — which should be in cinemas here very shortly. Watch out for it!

from a VW Beetle to a high-powered sports car.

Then you move onto a maze-like screen which shows the city streets. Haunted buildings start flashing red and you have to guide your ghost mobile along the quickest route to the affected skyscraper.



The *Ghostbusters* team see the latest issue of C&VG!

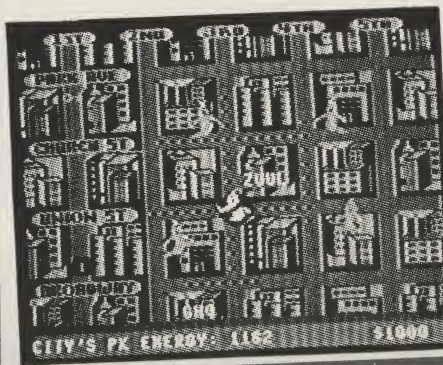
Once at the building, the screen display switches to the exterior of the building — with a little ghost floating around outside. You must guide your ghostbusting team of two into position and then fire your laser-like, ghost-busting beams to force the ghost into your trap. You earn money for each ghost you trap.

You must also prevent ghosts reaching the Temple of Zuul — which in the film is known as Spook Central. It's a door to the spirit world which you have to shut at the end of each game.

Ghostbusters is a terrific game — extremely addictive and great fun to play. Watch for a full review in our next issue.

And if you haven't yet rushed out to buy Ray Parker's hit theme tune to the film — don't bother. Activision's game plays the soundtrack almost note for note. And the final version will have speech too. Press the space bar and it will shout "Ghostbusters!" at you.

Which comes in really useful as you sing along with the lyrics displayed as the game loads — complete with little bouncing ball! This Commodore 64 version of the theme could get into the Top Ten too...



The townscape screen from *Ghostbusters*!

Computer & Video Games got a sneak preview of the brand new *Ghostbusters* game at Activision's London offices.

David Crane's latest game closely follows the plot of the film. First you have to set up in the ghostbusting business by getting some cash together, buying your own ghostmobile and equipping it with ghost-catching equipment.

The screen display shows the automobiles you can choose — ranging

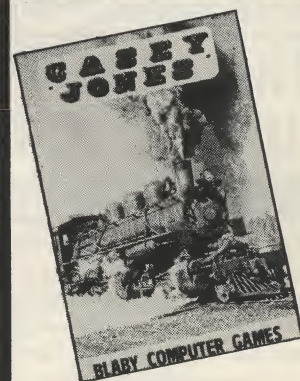
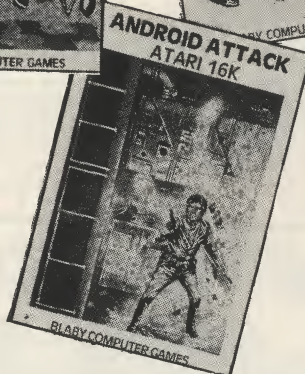
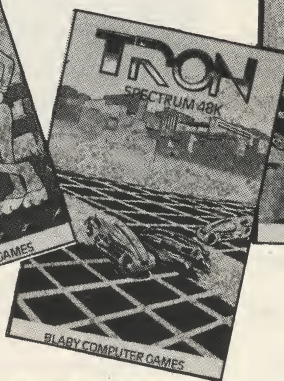
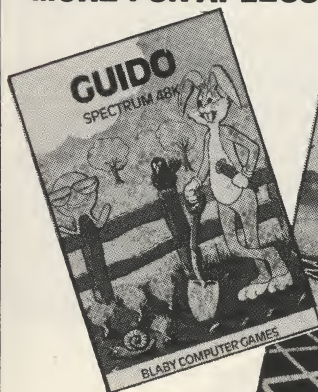
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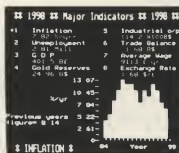
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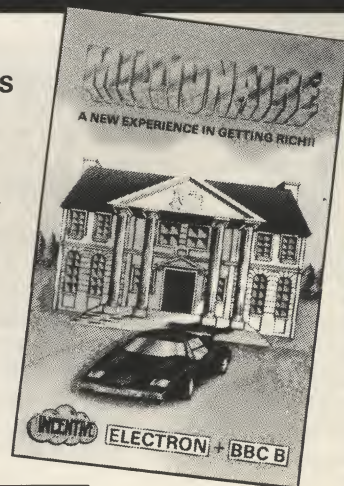
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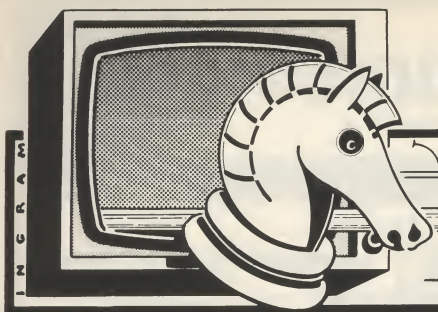
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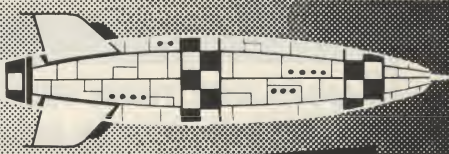
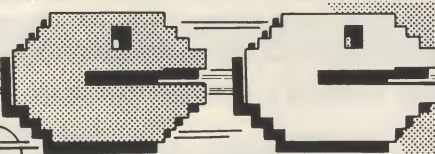
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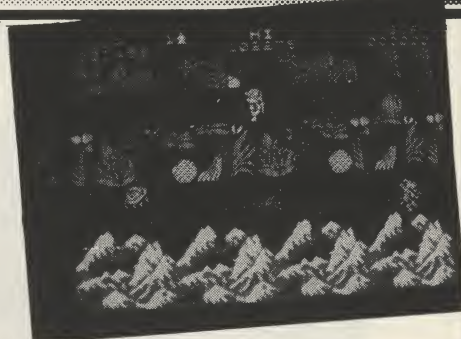
SABRE WULF

Sabre Wulf, the last game to be released from the respected Spectrum software company Ultimate, is to be followed by two sequels featuring the Sabreman.

Underwurlde and *Knight Lore* chronicle the further Adventures of the Sabreman in the land of the underwurlde.

Ultimate has remained tight-lipped about the new games they are producing — except that *Underwurlde* will feature over 100 screens of action, battling against the inhabitants of the mythical country. The company claim that the game has "an unequalled player appeal".

In *Knight Lore* you are trapped in a full realistic 3D world, playing the part of an adventurer-cum-explorer making his way through a world filled with huge monsters and alien warriors. "*Knight Lore* becomes more of an adventure film than an



adventure game", or so says the advertising blurb.

Sabre Wulf, up to now, has not been selling as well as previous

Ultimate titles, having sold less than 30,000 copies — *Beach-Head* for the Commodore has sold nearer 60,000. One reason may be the similarity between their last two games. Why buy *Sabre Wulf* when you can get *Atic Atac* for a fiver?

DESIGNER OF THE MONTH

NAME: Peter Liepa.

BORN: Toronto, Canada, 1953

GAMES: Boulder Dash.

Peter Liepa's first game — *Boulderdash* — looks set to become a hit in the UK repeating the success it has already received in the States.

But Peter is not letting this success go to his head. "The American games business is going through a tough time. I enjoy writing computer games and would like to think I would be doing it in two years time but nothing is that certain at the moment."

Despite the pessimism, Peter has started work on his next game — *Boulderdash II*. Don't expect this to go on sale for several months though, as *Boulderdash I* took no less than a year to programme. "I spend all my energy on a project — actually only about two hours a day on the keyboard — but I am thinking about the program all the time. I even dream about it."

Peter has spent all of his working life in the computer business. "I've done just about everything. Worked on business software, research projects, the lot ... even when I was a student I managed to get vacation work on computer projects."

"My first contact with a computer was via a terminal to a mainframe at university ... I didn't major in computer science ... my programming knowledge is self-taught".

By 1982, the personal computer boom was taking America by storm and Peter



decided to buy an Atari 800. "I'd always liked video games and some of my friends were spending a lot of money on them ... it just seemed like a natural progression that my next project should be a video game".

When Peter is not programming he likes watching films and practises the martial art — Tai Kwondo — although he says he doesn't have hobbies. "I don't draw a line between what I do for a living and my interests".

Favourite drink: Coke.

Favourite TV programmes: "I'm a forager. I watch almost anything. Last year I was a *Hill Street Blues* fan. I tend to get bored very easily with TV".

Favourite computer programs: *Suspended* by Infocom, *Crossfire*, *Miner 2049'er*, *Choplifter*.

Worst Game I've Ever Played: *Castle Wolfenstein*.

The thing about computing that most makes me want to throw up: The multiplicity of systems and lack of standards. Expensive software.

FOLLOW THE LOST BOYS

Everyone loves the boy who refused to grow up. Stephen Spielberg wants to make a movie about him. Michael Jackson wants to play the part. And this Christmas there will be several versions of the stage show about this fairytale character playing in theatres all around the country.

Who is he? Peter Pan — that's who. If you've never read the book about the exploits of Peter Pan, Wendy and the Lost Boys in Neverland then why not try out the computer adventure game based on J.M. Barrie's famous children's book?

Following in the footsteps of *The Hobbit*, *Erik the Viking* and *Sherlock Holmes*, *Peter Pan* is the latest adaptation of a book to hit the screen of your Spectrum — and soon for the BBC and Electron.

You also get the chance to enter a competition being staged in conjunction with the game. Discover a secret password and you could win a special deluxe edition of the adventures being put together at this very moment by Hodder and Stoughton.

The game itself is really for the younger Adventurer — but older gamers will enjoy it too. It has some nice animated graphic screens — on the Spectrum version — and features all the characters from the book, including the evil Captain Hook, Peter's arch-enemy.



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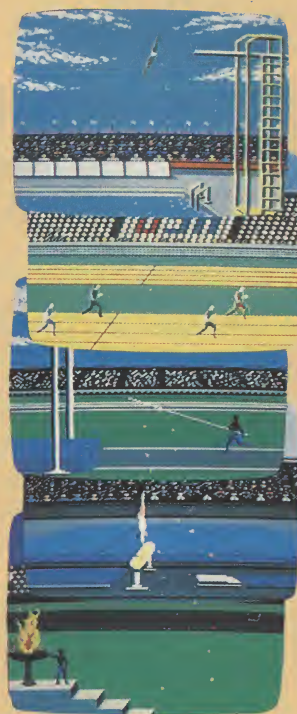


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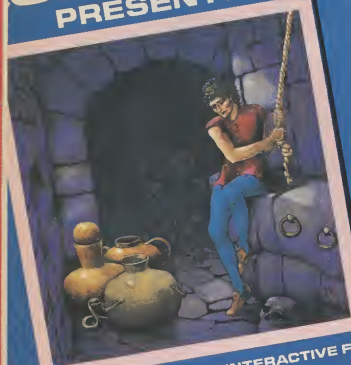
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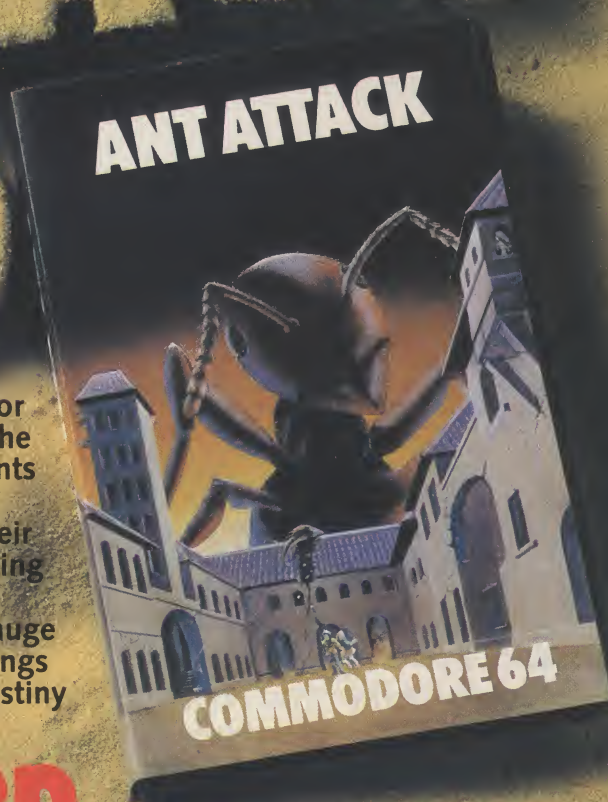
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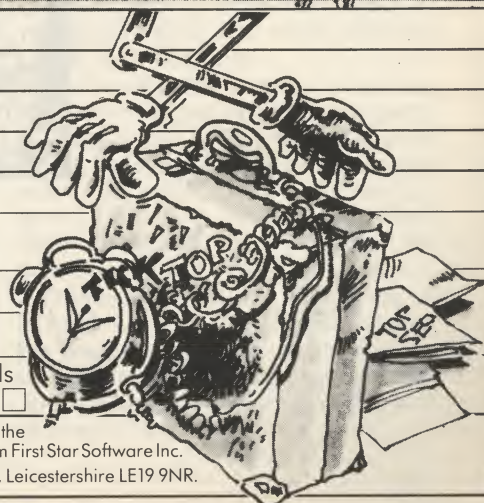
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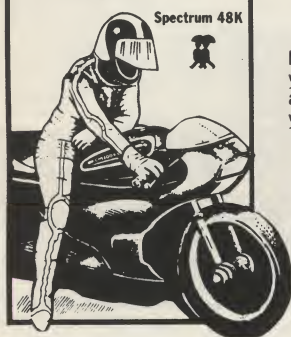
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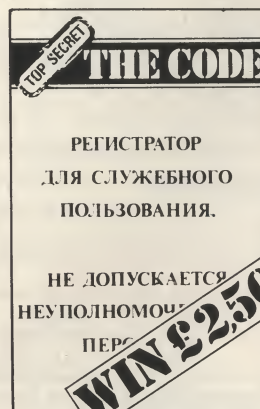
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Macbeth is one of Shakespeare's best known plays. It has lots of action — most of it bloodstained — and, when you come to think about it, is ideal Adventure game material.

"It seemed that more and more people were turning to literature for material for Adventures," said David Pringle, the leader of the seven strong team who put the *Macbeth* game together. "*Macbeth* has lots of action and it's a story that everyone knows well."

It took around 21 months for the project to be completed from original concept to storyboards and final coding. It comes in four parts and at present is only available for the Commodore 64 — although a Spectrum version could be in the offing.

As seems to be the norm with Adventure games these days, there are graphic screens in each of the four parts. Some of them are animated. These were designed by graphic artist Geoff Quilley.

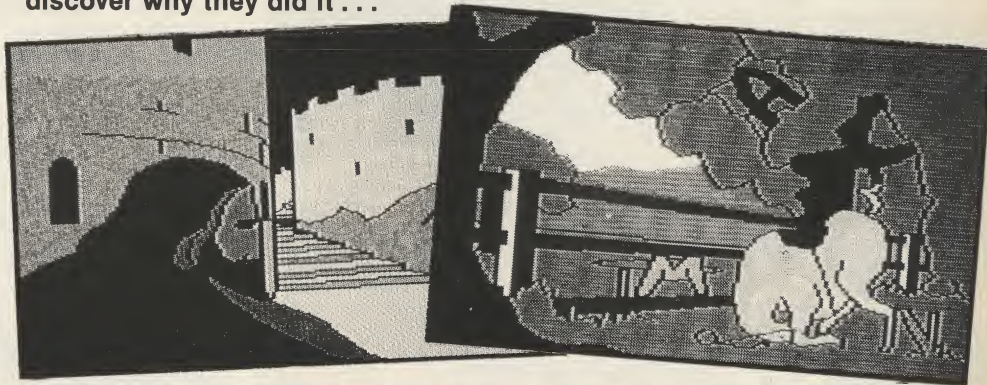
My favourite is the animated scene where Macbeth meets the three witches. The witches transform themselves into nasty things like bats and then disappear. This took the graphic artist two days and around 10k to complete. David reckons that the game features some of the best graphics yet seen on the 64.

All seven members of the development team have an academic background. So is *Macbeth* really an educational package, I asked?

"We tried hard to get a good balance between the educational element and the game," said David. "I don't think it's the kind of thing that teachers will use in schools. But I think people will appreciate Shakespeare a lot more after playing the game. We certainly did!"

Macbeth

You may well start leaping for the emergency exits when someone mentions Shakespeare. A lot of us have been bored to tears by the Bard at school — which is a great pity because his plays just aren't as tedious as they often become when you have to study them. Often they are action packed Adventures. Which is where David Pringle and his team come in. They have dragged Shakespeare into the computer age by creating an Adventure game based on one of his best known, and bloodiest, plays — *Macbeth*. Read on to discover why they did it...



Screen shots from the *Macbeth* Adventure featuring graphics designed by Geoff Quilley.

"I think people will be able to play the game as an Adventure and not feel that they are being forced to learn. However, the game could be of value to people who are studying the play at school."

As I've already mentioned, *Macbeth* is divided into four parts. The plot of *Macbeth* is so involved that the programmers needed all the space they could get! Each part can be played as an individual game.

At the end of each section of the

Adventure, you'll find another game which can only be described as a sort of psycho-analysis program. Macbeth sits down on the psychiatrist's couch and looks at his actions.

This probably says more about the Adventurer's state of mind than Macbeth's — but it's an interesting concept in any event. Who knows what it might reveal about YOUR character? Come to think of it, Mr Campbell has been very quiet since we sent him a review copy. These can be played separately from the main game.

Macbeth is released by Creative Sparks this month and will cost £14.95. It comes with a special version of the play in paperback form. The book was edited by the group in order to make it easier to read, removing a lot of those odd quirks of ye olde English that make Shakespeare hard to follow.

So the message is clear. Don't be frightened off just because the game is based on a Shakespeare play which bored the pants off you at school. It's still a good Adventure game. *C&VG's* Chief Examiner, Keith Campbell, tells you what he thinks about the game this issue.

Macbeth is the first Adventure of its kind. David Pringle and the rest of his team are awaiting your reactions with interest. The complete works of Shakespeare as Adventure games? Stranger things have happened!

COMPETITION

If you get your hands on a copy of *Macbeth* you could win a very special prize. Together with Creative Sparks we've come up with a new and original competition idea — but you have to have a copy of the *Macbeth* adventure to enter. Complete the adventure and you could win a holiday weekend at the Treasure Trap Castle! Here you can play a real life adventure game. More about this from Keith Campbell soon. He'll be visiting the mysterious castle to bring you the low-down from the dungeons. Two winners of the *C&VG/Creative Sparks Macbeth Competition* will go to the Treasure Trap castle, and 25 runners-up will receive copies of a brand new and as yet un-named Creative Sparks adventure series. But first you must solve *Macbeth*...

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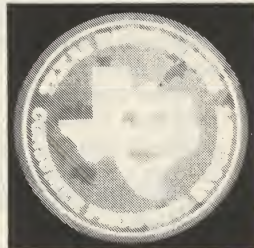
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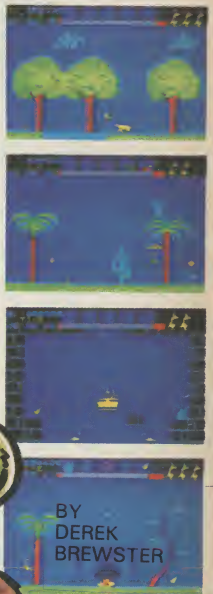
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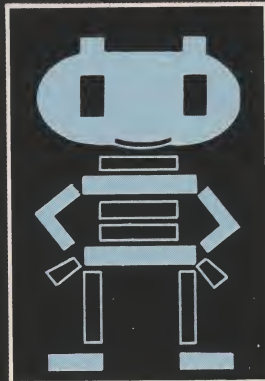
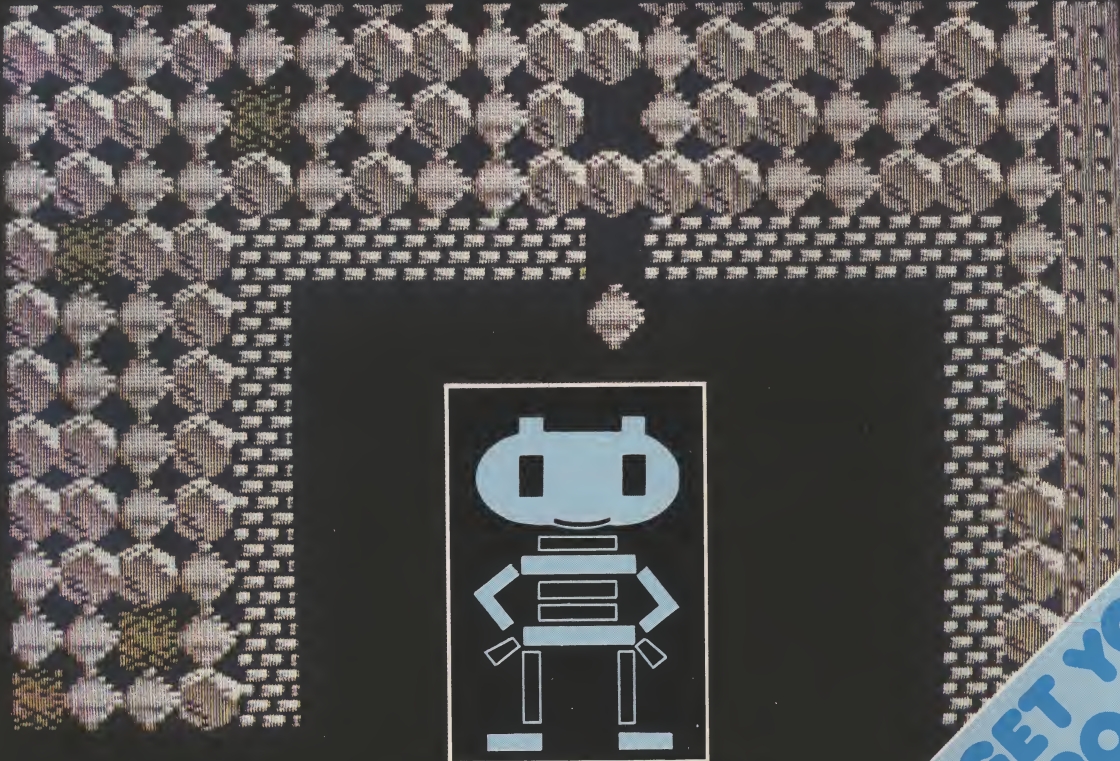


22 screens of stunning cartoon animation. Swinging through the trees collect, drop and use the objects scattered around. Speed of reaction is one thing, in Jasper you must also think fast and plan accurately... can you handle it?



BIGGER, BOULDER. ^{More} BEAUTIFUL AMERICAN NO 1.

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86 LEVELS

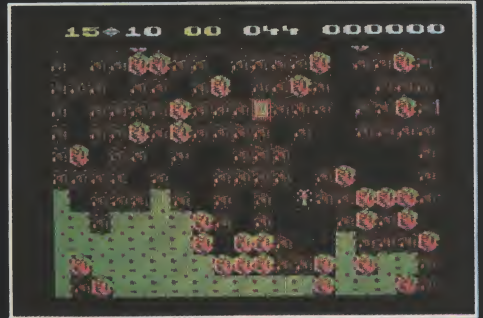
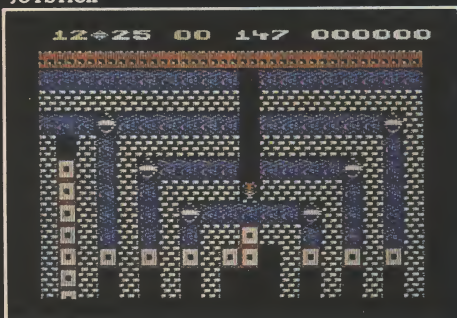
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Really Something Else



1 BOULDERDASH

MACHINE: CBM 64/
joystick
SUPPLIER: Statesoft
PRICE: £8.95

Who needs mega-games when you've got *Boulder Dash*? It's a really simple game — but this reviewer found it hard to put the joystick down. *Boulder Dash* will have you glued to your screens.

As I've said, the basic objective is very simple. You have to help a little character called Rockford search through 16 caves picking up jewels along the way — and avoiding getting squashed by the boulders or killed off by the other hazards he finds.

You can select various caves at the start of each game from the comprehensive menu. Each cave has five difficulty levels — the time you get to complete each screen gets shorter as you increase the difficulty.

To get from one cave to the next, Rockford needs to collect the right number of gems. This opens the exit door — allowing Rockford to move on. In later screens, Rockford can transform things into

jewels — such as butterflies and amoebas.

In between certain screens are little bonus games or "playable intermissions". These take the form of short interactive puzzles. Solve one and Rockford gets a bonus score.

There are so many nice touches in this game that it's hard to pick one that stands out.

The graphics are great fun. Rockford is a graphic gem — he stands and blinks at you if you let him stand still for long. It's well worth doing that just to watch him!

I suppose the closest thing to *Boulder Dash* would be *Dig Dug* the arcade game — but *Boulder Dash* is better, by miles!

Strangely enough, *Boulder Dash* is one of the first computer games to be transferred to the arcades. Exidy have brought out an arcade machine of the same name.

If you've got a 64 — *Boulder Dash* is a must. Tell Santa now!

● Graphics	9
● Sound	8
● Value	9
● Playability	10

2 STRONTIUM DOG

MACHINE: CBM 64
SUPPLIER: Quicksilver
PRICE: £7.95

Regular readers of *2000 AD* comic will know all about Johnny Alpha, the Strontium Dog. Johnny is a Search and Destroy Agent, a future style bounty hunter, who travels the universe tracking down evil-doers and criminals.

Strontium Dog and the Death Gauntlet is Quicksilver's first outing with a character from the comic. More *2000 AD* characters are to appear in future games (see *Games News*).

It's a basic shoot-up game



with some pretty graphics and a nice line in sound effects.

You control Johnny Alpha who, along with his partner Wulf Sternhammer, has been tracking down two renegade Strontium Dogs — the collective name for Mutants. Yes, Johnny is a Mutant too! These renegades are known as The Stix Brothers.

Wulf and Gronk, a faint hearted alien, are waiting for Johnny on the Planet of Renegades. As Johnny neared the planet, his craft was attacked by the Brothers and forced to crash land. Johnny has to cross the dangerous planet to meet his friends on foot. And that's where you come in.

You have to help him reach his mates, fighting off desperate criminals, renegade robots and deadly vegetation. Johnny is carrying electroflares which he can use to dazzle the nasties and stop

them firing at him for a few seconds at a time. He also has his trusty laser pistol to blast back at them.

There are Time Grids dotted around the planet which send him short distances back in time if he bumps into them.

The screen shows a main display of the planet's surface with Johnny and his opponents in glorious Commodore colour. At the bottom of the screen is a small landscape map which shows Johnny's position on the planet. He has to cross Mountains, desert and a cityscape before he reaches Wulf the Gronk.

There are five different levels of play — each progressively more difficult.

Don't expect too much from the game just because it features your favourite comic hero — but having said that, *Strontium Dog* is a solid shoot out with a few nice twists that will keep you interested on a rainy afternoon. But I'm not too sure how long the appeal will last.

● Graphics	7
● Sound	7
● Value	7
● Playability	7

3 BRAXX BLUFF

MACHINE: Spectrum
SUPPLIER: Micromega
PRICE: £6.95

Braxx Bluff is the latest 3D game from Micromega — the people who brought you *Code Name Matt* and *Full Throttle*.

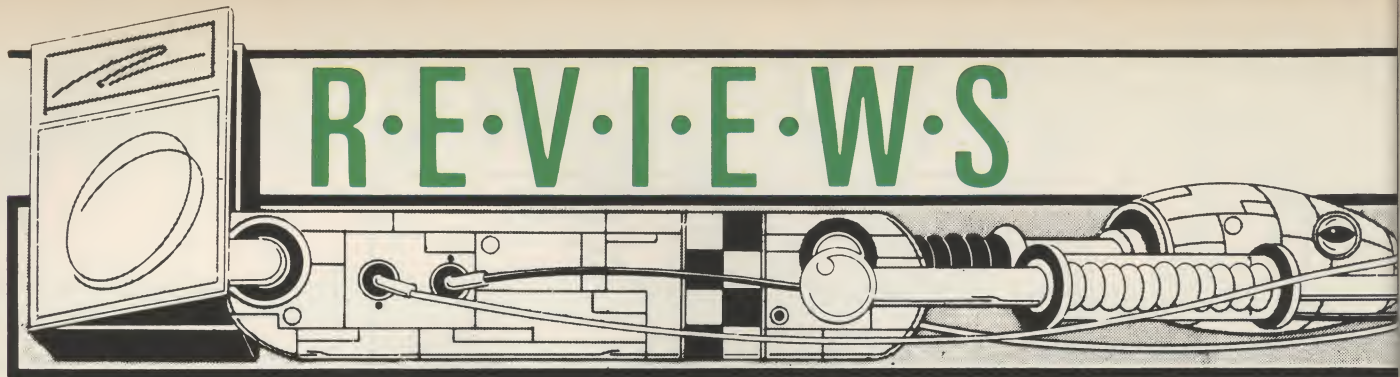
The action takes place on the planet Prolon where you are given the job of



rescuing a team of explorers from the vicious Prolon nasties who are feeding on their ship's energy supply.

To do this, you have to land on Prolon, find the explorers' crawler craft which is marooned at Braxx Bluff and get it back to your mother ship before the crew die.

Sounds easy? Don't you believe it. Just landing on



Proton took me a couple of hours to crack and as for locating the dreaded Braxx Bluff — well that was an all-evening job.

Game controls are kept simple — just up, down, left, right, and fire — and you can choose the keys you want to use for these functions. This makes *BB* one of those nice games that you can play straight away — no need to read the cassette inlay about 15 times before you know which keys do what.

One thing I didn't like about the game was the graphic at the beginning of level one which you have to watch every time you play — I would have preferred to be able to short-circuit it somehow and get straight into the game. Still it is pretty, I must admit.

BB has five levels altogether — the Lander Phase described above, the Walker Phase in which you have to locate the crawler with the aid of audible signals, the Land Crawler Phase in which you negotiate Proton in the six-speed Crawler, the Sea Crawler Phase takes you into the uncertain waters of Proton and finally, for the really super-skilled, you find the besieged ship, enter it and see the commander's smiling face congratulating you.

Braxx Bluff should provide several hours challenging game-play on your Spectrum. The only reservation I have is about the lasting appeal. What incentive is there once the crew have been rescued?

● Graphics	8
● Sound	9
● Value	8
● Playability	8

4

BLACK KNIGHT

MACHINE: CBM 64/
joystick
SUPPLIER: Interdisc
PRICE: £9.95

Buckle on your swash and leap into the saddle with *Black Knight*, the most dashing computer game hero to grace the

screen of a Commodore.

Black Knight comes from the Australian company, Simulated Graphics, and features the best animated graphics yet for the 64.

You play the part of Black Knight, on a quest for gold and glory. There are several stages to his quest. First, he has to mount up and gallop across the countryside — avoiding chasms and potholes as he goes. There are lightning bolts and fireballs to dodge, too.

Then he has to leave his four-legged friend to jump over crumbling chasms, fight a giant serpent, armed only with his trusty blade, and battle with a nasty dwarf before getting the gold.

Black Knight is extremely playable — but difficult. You certainly won't master it in five minutes, but if you stick with it you'll find your time was well spent.

Programmer Kyle Hodgetts has set a new standard for 64 animation with this original game. It looks and sounds simple — but, believe me, it's a real challenge to beat! Watch out for the *Black Knight* when he rides into your computer store.

● Graphics	10
● Sound	9
● Value	9
● Playability	9

5

JET PAC

MACHINE: BBC B
SUPPLIER: Ultimate
PRICE: £7.95

Surprise, surprise. Ultimate has come up with another winner.

Ultimate's first release, *Jet Pac* for the Spectrum, was top of all the charts for months. Now the game has been converted for the Beeb and it's just as good.

Software houses are beginning to discover ways of making movement on the screen while a tape is loading, and Ultimate is no exception. There are some large snow-like blobs which rain down on

the title screen while the rest of the game loads.

After a brilliant few bars of synthesised music, the game starts.

It's just the same as the Spectrum version. The idea is that you are chief test pilot of an interstellar space transport company and you are delivering spaceship kits around the

4



5



6

BEAR GEORGE

MACHINE: Spectrum
SUPPLIER: Cheetahsoft
PRICE: £6.95

If you go down to the woods today, you'd better gobble up a lot of apples. That's my advice if you decide to purchase Cheetahsoft's latest game — the *Perils of Bear George*.

The idea of the game is to stock up on food and then get George safely back to his cave where he can hibernate.

Getting to the cave is no easy task as George has to dodge the poisonous apples, loony skiers and bear-eating spiders.

6



galaxy. As you land on each planet, you must collect enough fuel pods to take off again. Any other treasures which happen to float past are yours for the taking.

The graphics are better on this version than on the Spectrum. The aliens and your character are multi-coloured which makes the game play look better.

Movement is faster in this version and it's not as easy to control your man. Maybe that's because I'm used to the Spectrum, though.

Sound effects are good and loud, but you can turn them off when the neighbours start to bang on the wall. Don't turn the sound off until you've heard the opening tune.

All in all, a good shoot up game for the BBC.

● Graphics	9
● Sound	9
● Value	9
● Playability	9

If you get to George's cave, he will fall into a deep sleep and the months will start to pass, represented by pages peeling off a calendar — month after month.

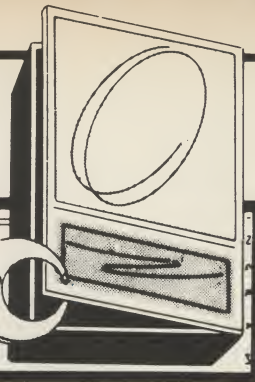
If you caught enough falling apples on screen one, George will survive the winter and wake up again in spring back in the woods where the cycle begins again.

I have to say that it is not that difficult to get George through the winter. After a bit of practice at apple catching, you should be able to catch enough food to see our hero through until the spring each and every time.

Perils of Bear George is one of the cutest games I have played for a long time. The animation is excellent and each screen has a nice jingle to accompany the action.

The children's song *Teddy Bears Picnic* accompanies screen one plus on screen three the music of *In the Hall of the Mountain King*.

R·E·V·I·E·W·S



Perils of Bear George is a great game to buy for your little sister or brother but its four screens are not really challenging enough for the seasoned Spectrum gamer.

● Graphics	9
● Sound	5
● Value	5
● Playability	6

7 ANT ATTACK

MACHINE: CBM 64
SUPPLIER: Quicksilver
PRICE: £7.95

Sequels to hit games aren't usually as good as the original, and this is no exception.

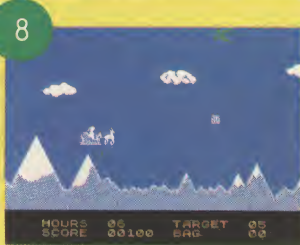
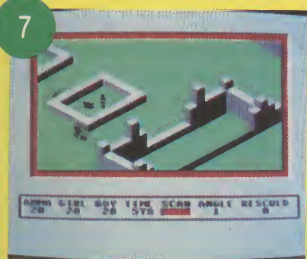
With the software

explosion for the 64 redraw the scene from a different viewpoint which, because the game is in 3D, will often give you a clearer view. The graphics for the ants aren't as good as the Spectrum version, though.

Sound effects are limited, probably owing to lack of memory.

Ant Attack is an above average game for the 64. It offers fair competition to the disc-based games currently on their way over here from the good old U.S. of A.

● Graphics	9
● Sound	5
● Value	8
● Playability	8



now in full swing, this game isn't as stunning as it was when first launched for the Spectrum.

Ant Attack is set in an ancient city called Antesch. The only inhabitants are some very large ants that thrive on human flesh.

At the start of the game, you can choose whether you want to be a girl or boy. You then have to rescue 10 members of the opposite sex who have been captured and are hidden somewhere in the city.

Control is by joystick only and, as you guide your character through the ruined city, you realise the true 3D effects of the program.

The walls are beautifully drawn in three shades of grey to give the appearance of distance and texture.

The ants move well and are very intelligent. You'll need to keep a finger on the ammo key to stay alive. Pressing one of the four function keys will

8 SPECIAL DELIVERY

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Creative Sparks
PRICE: £6.95

Here's a game which you can play while listening to all those great Christmas song LPs you've got stashed away. You know the ones I mean — The Sex Pistols sing Bing Crosby's Greatest Hits or Phil Spector's Christmas Album, Volume 85!

It's a very simple game — Santa has overslept and has only five hours of Christmas Eve left to collect presents and deliver them. His Helpers are dropping the gifts from the sky to help him get around that much quicker — so Santa has to steer his sleigh under the falling presents and pick them up. Once he's got enough, he can start delivering and you move on to stage two of the game.

You must land on the roofs

of the houses and climb down the chimneys, avoiding fireballs and falling snow.

Once at the bottom of the chimney, Santa must get to the tree and put his presents underneath it, avoiding sleepwalking children. Then he must find the key to the back door and creep quietly away.

Special Delivery is a game you'll get out and play each Christmas. It's fairly basic

when it comes to playability — but none the worse for that. Graphics are pretty and sound adequate.

Special Delivery will make a novel stocking filler for your favourite computer gamer who still believes in Santa!

● Graphics	7
● Sound	6
● Value	7
● Playability	7

9 TAPPER

MACHINE: CBM 64 and
Spectrum
SUPPLIER: US Gold
PRICE: £12.95 CBM disc,
£9.95 cassette, £7.95
Spectrum cassette.

Regular readers of *C&VG* will need no introduction to the game *Tapper* which we reviewed exclusively in our June edition.

For those of you who don't get the UK's biggest and best computer games magazine each and every month, let me fill you in on the *Tapper* story so far.

The game started out in life as a Sega arcade game, was then converted for the 64 and is now available in the UK, courtesy of US Gold for the 64 and Spectrum.

Tapper is one of those fast and furious games that will have you on the edge of the seat.

You play the part of a hard-pressed barman in a Wild West saloon bar. Those cowboys are pretty darned thirsty and if your pint pulling can't match the speed of their drinking, they are likely to pull you over the bar and send you flying.

If that doesn't sound dif-

ficult enough for you then you will be pleased to learn that you do not have just one bar to tend but four.

If you successfully sling four beers at your first four customers, forcing them out through the swing doors, then you can progress to screen two. This time you have two cowboys at each bar, then three and so on.

During their drinking session, some of the cowboys get peckish and tuck into a meal, making more work for you as you have to clear away the dirty dishes.

If you manage to clear away the food plates, two dancing girls appear on stage and do a can-can for you as a reward.

Points are earned every time you successfully repel a cowboy by slinging a glass of beer along the bar at him.

But be warned — if you should drop a glass, the game will end and you will have to start all over again.

The sort of panic induced by *Tapper* when a cowboy is almost at the end of one of the bars and you are three bars away is a little bit similar to the nail-biting excitement produced by *Chinese Juggler* from Ocean.

This similarity aside, *Tapper* really is quite unlike anything that has ever been tried before.

I played the Commodore 64 version and found it fast, with excellent cartoon-style graphics and nice jingles.

● Graphics	9
● Sound	9
● Value	9
● Playability	10





Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged?

10 STRANGELOOP

MACHINE: Spectrum
SUPPLIER: Virgin
PRICE: £5.95

Virgin are taking a whole new look at their range of games — and coming up with some interesting new titles for Christmas. One of these is *Strangeloop* — a *Jet Set Willy*-ish ramble through a maze of rooms filled with deadly hazards. And it's great fun!

Here's what you have to do. Your mission, little space-person, is to regain control of a robot factory situated on the edge of a far distant solar system.

The factory has been invaded by a powerful alien force which is re-programming the robots as they come off the production line.

Instead of being nice quiet metal-beings who only want to help the human race, the robots are being turned into fierce killers, out to destroy anything that looks vaguely humanoid.

No maps of the factory exist — not even in the latest copy of *C&VG*! So you have to warp into the unknown. The environment of the factory is extremely hostile — unless you are an indestructible robot that is.

There's no oxygen, zero gravity, soaring temperatures and nasty sharp bits of industrial waste zapping around. There are 240 rooms between you and the control room — which you must reach if your mission is to be successful.

All you have between you and disaster is a very old space suit — government cuts you see, no new ones available — and a laser gun.

During your journey through the factory, you'll come across an old abandoned jet cycle that is great for whizzing around — but it does use up a lot of fuel. You have to keep topping up at the various fuel dumps you'll find

dotted about the factory.

With all that sharp stuff flying about, your suit is bound to get punctured — you do have some patches to plug the leaks but these soon run out and you'll need to pick up spare patches as you go around the factory. You can top up on oxygen too as bottles are to be found in various rooms.

As in an *Adventure*, there are various objects to collect and use along the way — essential in your quest to stop the aliens.

The screen layout shows the room you are currently in. At the bottom of the screen is a readout showing the status of your suit — how many leaks and patches, plus your



laser status, and what you've got in your pockets, for instance things you've picked up along the way, plus a compass showing the way to the control room and a map of the rooms around you.

Game control is by keyboard only — but this doesn't detract from the playability. Graphics are certainly not state of the art but pretty good for all that. The animation of the spaceman and his jet bike and the nasties is great and flicker free.

I found *Strangeloop* amusing to play. It certainly has that all important lasting appeal and, with a game SAVE facility, you don't have to sit up all night to beat it!

● Graphics	7
● Sound	6
● Value	8
● Playability	8

11 JET SET WILLY

MACHINE: CBM 64
SUPPLIER: Software Projects
PRICE: £6.95

After the usual false starts, broken promises and delays, the review copy of *Jet Set Willy* for the Commodore 64 finally arrived at the *C&VG* offices.

Someone said "It's here" and a brawl immediately broke out on the review office floor. After a struggle, I managed to wrestle the cassette away from the Editor who was attempting to pull rank and write the review himself. Bit keen on *Jet Set Willy* — the *C&VG* review team.



I didn't have to play the game for very long to realise that it was worth the fight.

It's all here — the Nightmare Room, Banyan Tree, Chapel, Kitchen, Nomen Luni, Bathroom — even Maria, tapping her foot and pointing her finger in Willy's bedroom.

As far as I could see, the game is virtually identical to the original Spectrum game.

If that means nothing to you, let me give you a brief *Miner Willy* history. It all began in Surbiton where Willy stumbled down a mine shaft full of several items. Twenty screens, and several collected items later, Willy became a very rich miner. The profits from his Surrey strike were invested in a huge mansion where our hero took to throwing lavish parties for his nouveau riche friends.

After one such party, Willy's bossy housekeeper refuses to

let him get to bed until he has cleared up all the empty bottles and glasses from around the house.

This is where *Jet Set Willy* begins and it is your job to guide Willy around the house collecting all the empties.

If you enjoyed *Manic Miner* on the 64, you will enjoy this too. I rate the game higher than *Manic Miner* and it is certainly in the Top Five best ever games for the 64.

One extra nice touch in this game worthy of mention is that a scrolling message appears on screen at the beginning of the game pointing out that it is illegal to copy games and that if you do so you are stealing from the people who spend months programming them. Well said, Software Projects.

● Graphics	7
● Sound	8
● Value	9
● Playability	9

12 STAGECOACH

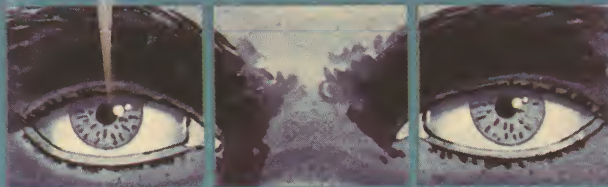
MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Creative Sparks
PRICE: £6.95

Howdy partners! My name is Kidd Rivers, the toughest cowboy in Micro County. I enjoy rescuing runaway stagecoaches — which is just as well as it seems to happen a lot around these parts. Me and my trusty steed, Spectrum, are just about to leave town looking for another stagecoach right now. Want to tag along?

If you decide to join Kidd on his rescue mission, you're in for a rough ride. First he has to find the stagecoach, galloping at full tilt over rough country. He has to avoid spiky cactus and rocks among other obstacles. If Kidd falls off his trusty steed the program provides an amusing scene.

Kidd's horse dashes off to

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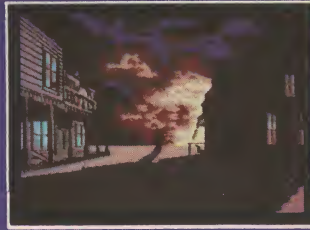
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R·E·V·I·E·W·S

Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room. The C&VG review team don't judge games with their ears plugged up, we can tell you!

the side of the screen. Kidd limps after it, catches it and remounts before continuing the chase.

Meanwhile the stage is still rumbling around the range without a driver — and shedding passengers at every turn. If all six passengers fall out before Kidd reaches the stage and jumps on, the game is all over before it's really got going.

Finding the stage and manoeuvring Kidd behind it is fairly easy — but then comes the jump, which is a bit risky.

Once on the stage safely, Kidd dashes for the reins and brings the runaway horses under control. He then has to pick up six more passengers who are waiting for a lift into town.

Once he's done this — a few would-be passengers will get trampled in the process, I'm afraid, it's off into the mountains where more hazards await our intrepid hero.

Kidd has to drive the coach through dangerous mountain passes which are prone to landslides that send rocks hurtling down at the coach. Little arrows appear to show you which trails are clear. There is a time limit on this part of the game and a countdown timer appears on screen.

If you keep getting hit by rocks or running into the mountains, your stage sustains damage.

Use up all your damage point and the game ends right there and then. On your way through the mountains, you'll see gold and ammunition boxes appearing on the road. Steer your stage over them and you pick them up.

If you get lost, you can call up a map of the mountains. The game is frozen until you go back to the action.

Survive the mountains and you're faced with a nasty bunch of Red Indian raiders out for your scalp. You have to fight off the Indian attack by climbing onto the roof of the stage and blasting away with

your Colt 45.

Indians will attempt to climb onto the stage and capture the passengers — if you lose them all to the rampaging redskins, then the game ends with you losing your scalp. Nasty!

If you fight off the Indians, you'll live to see the stage come safely home to San Pedro.

Stagecoach is an entertain-



ing and original game. However the graphics are a bit crude — the Spectrum is capable of better — but this doesn't really detract from the game's playability which is considerable. It will take some time to master and there are several skill levels to beat.

As I've already mentioned, the falling off the horse routine is nicely done, as are the rampaging Indians. However, I felt the limitations of the graphics showed up most in the mountain sequence. Hit a rockfall and half the stage graphics get wiped away, chequerboard fashion.

Overall, *Stagecoach* is well put together with a comprehensive menu at the start of the game which, among other things, allows the player to redefine the keyboard controls.

At the end of each game you also see a comprehensive scorechart which tells you how well you've done in various parts of the game.

● Graphics	7
● Sound	5
● Value	7
● Playability	8

13

ANCIPITAL

MACHINE: CBM 64/
joystick
SUPPLIER: Llamasoft
PRICE: £7.50

What could be better than playing *Revenge of the Mutant Camels* while listening to very loud music in a darkened room? Playing *Ancipital* while



listening to very loud music in a darkened room — that's what.

I've just emerged blinking into the sunlight after a prolonged session with *Ancipital* — the latest game from computer gaming's answer to Neil from the *Young Ones*, Jeff Minter.

Jeff has come up with a real winner this time. Anyone who was a bit disappointed with *Sheep in Space* will be glad to hear that Jeff is back on form with *Ancipital*.

Well, what is an Ancipital? It's a half man, half-goat creature which you may have seen scuttling about the screen in "*Sheep*". The Ancipitals have joined forces with us humans to help fight the Zzyaxians — an evil bunch responsible for everything nasty that happens in Minter's cosmology.

You have to help the Ancipital warriors break into a Zzyaxian weapons base armed only with an extremely sketchy map and destroy all the deadly things you find inside.

Once in the base, you'll find that you must open up exits in the walls surrounding each room. You do this by blasting the things you'll find inhabiting

the room — more odd creations from Minter's fertile imagination. We won't spoil the fun by letting you know what they are. It'll take some time for you to work out the best ways to open the exits — which is half the fun of the game.

To get into some rooms, blasting is absolutely no good. You have to help your furry Ancipital find the camel keys in order to reach these rooms.

There are also magic goats scattered about which, if collected, give your Ancipital extra added power. Collect five and he can jump up and down on walls to damage them.

The game also features a development of Jeff's ingenious gravity system first seen in "*Sheep*". Mastering the four-way gravity found inside the Zzyaxian base is quite difficult — but follow the comprehensive instructions found inside the cassette and you should soon have the Ancipital leaping about like a mountain goat.

You'll have to master the jump-turn — a Torville and Dean type manoeuvre — in order to bounce around inside the rooms without fear of damaging your furry friend.

The graphics are great — well up to Jeff's usual high but quirky standard. The sound is terrific. Jeff has included what he calls a "Phil Collins module" so that every room has its own drum rhythm. Firing sounds in each room are different, too.

Overall *Ancipital* is a game any self respecting Commodore owner should immediately go out and grab off the shelves — it will keep you intrigued for months. It is well documented — you couldn't really ask for more from a set of instructions — and extremely well presented.

Ancipital sees the Shaggy One back on form.

● Graphics	10
● Sound	9
● Value	9
● Playability	10



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MOSCOW

MACHINE: CBM 64
SUPPLIER: US Gold
PRICE: £9.95

Beach-head, one of the best selling games of the year, eclipsed only by Software Project's *Jet Set Willy*, now has a sequel to thrill war game fanatics.

Raid Over Moscow is the follow up to Bruce Carver's excellent *Beach-head*, which won the award for the best graphics and sound on a computer game in a poll of readers by the American magazine, *Billboard*.

Raid Over Moscow, unlike *Beach-head*, places you in the cockpit of the world's fastest fighter bomber. As the squadron leader, you must lead your men on a bombing raid over the main industrial centres of the Soviet Union, in an attempt to knock out the computer installations which are at this moment guiding missiles over the north Atlantic to targets in North America.

The first part of the game takes place in a space station orbiting earth. Russia has launched a series of nuclear strikes. You and your men are all that stands between the destruction of every major city in Canada and the USA. You must guide your ship out of the landing bay and fly it through space towards the Soviet capital.

The view then switches to one of the ground. You must fly your air craft very low to avoid being detected by the Russian radar network. Jet



R·E·V·I·E·W·S

EXCLUSIVE

planes, patrolling tanks and stationary guns all take a pot shot at your plane.

Buildings, huge columns and walls must be negotiated during the mission. Staying as close to the ground as possible is absolutely necessary as enemy fighter planes come rushing up behind, giving you only seconds to react. Flying low also makes you a much better target for the roaming tanks.

Each successive screen takes you closer to your ultimate target, the centre of Moscow and the Kremlin.



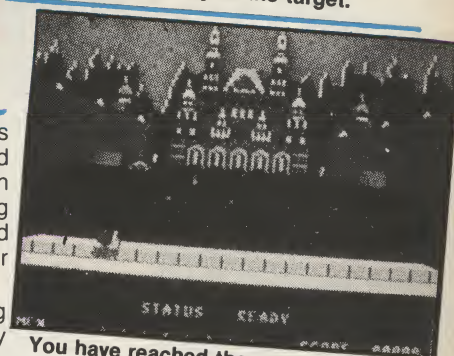
The Russian nuclear attack flies across the Atlantic.



The space station, the first phase of the game, tests all your skills of co-ordination.



Tanks, enemy planes and stationary guns block your way to the target.



You have reached the centre of Moscow and the Kremlin.

EDITOR'S COMMENT

There's no doubt that *Raid Over Moscow* is an extremely slick games program. It's very playable, the graphics and sound are of the highest quality and the packaging rivals anything on the market. However, no amount of slick production can disguise the fact that the basic philosophy behind the game is — to say the least — questionable.

Maybe we're being hypocritical by criticising this aspect of the game when many games we review feature alien blasting and other forms of destruction. But nuclear war is not a subject for fantasy.

Perhaps we're being too sensitive — take a look at the game and the packaging and let us know what YOU think. Write to Computer and Video Games, *Raid Over Moscow*, Priory Court, 30-32 Farringdon Lane, London EC1.

Raid Over Moscow scores highly on graphics and playability. The game is much more difficult and challenging to play than *Beach-head*, and will certainly take a lot longer to master.

The game at the beginning is certainly difficult, and in my opinion, far too difficult for you to really enjoy the game without a hell of a lot of practise.

Once you have finally mastered the game there are another four levels for you to beat. On the highest level, I couldn't even get out the space station with five lives.

Will *Raid Over Moscow* be

a big hit this Christmas?

I don't think, there's any doubt about that.

● Graphics	8
● Sound	9
● Value	9
● Playability	8

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Commodore 64



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Walk, run, jump and even jet thrust your way round this single, continuously scrolling screen drama as rocket propelled Roger mines crystal fuel for his stranded mother ship, fighting off hordes of marauding nasties on the way, watching out for sizzling security laser beams, sliding doors and invisible force fields.



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1 JET SET WILLY

Top selling game of 1984 is the cutest climbing game of them all — *Jet Set Willy*.

The game is the sequel to one of 1983's top games — *Manic Miner*. It was always going to be a big hit but the game completely dominated the *C&VG*/Daily Mirror Top Thirty for most of this year.

Only two games have ousted *Willy* from his number one spot throughout the year and now, with the game also available on the Commodore 64, there seems to be no stopping the Liverpudlian miner.

For those of you who've not seen the game, it's well worth putting on your Christmas list.

2 BEACH HEAD

Beach-head is the most successful of the invasion of American software that has flooded into the UK this year.

The game drew gasps of admiration from games programmers and businessmen when it was first shown to the trade at the Leisure Electronics Show last January.

Then, when US Gold put the game out on cassette at £8.95, the games players purchased *Beach-head* into the Top Ten games chart.

The game features four different scenes. By far the best of these is the sea scene.

3 FIGHTER PILOT

Digital Integration stormed their way into the big league of software houses with two hit games in Spring '84 — *Night Gunner* and *Fighter Pilot*.

Of the two games, *Fighter Pilot* was marginally more successful. It's a flight simulation with a strong flavour of World War II.

As well as keeping an eye on all normal flight controls, the player also has to deal with bandits screaming in from above and below.

Digital Integration are converting their Spectrum games for the Commodore 64.

4 SABRE WULF

Ultimate launched their sole Spectrum game of 1984 in

C&VG TOP TEN GAMES OF THE YEAR

With 1984 drawing to a close without too much evidence of Big Brother forcing us to use our computers for boring serious applications, it's time to take stock of some of the best games of the year.

The real games of the year will be the ones that you, and all the other *C&VG* readers vote for, in the Golden Joystick Awards — the gamers' awards — which will be presented in London in January.

In order to start your thinking about your choices, we asked NOP — the compilers of the *C&VG* top twenty to tell us what were the best sellers of '84.

From the list they gave us, the *C&VG* review team picked out the games that they liked best which were launched this year.

Here are our choices. Now tell us your favourites. Fill in the Golden Joystick Awards form below and send off to *C&VG*, Gold Joystick Awards, Prioty Court, 30-32 Farringdon Lane, London EC1R 3AU.

May and saw it zoom up the charts to the number one spot.

Sabre Wulf is the latest in a series of Spectrum hits from Ultimate who are Britain's undisputed number one in the market for arcade-style games.

Critics said that *Sabre Wulf* was no more than a copy of Ultimate's previous game — *Atic Atac* — and that the programmers had merely changed the background, swapping a haunted house for a jungle.

5 SOCCER

Commodore's *International Soccer* is the best sports simulation ever written for any home computer.

Soccer finally found its way into the shops and well worth the wait it was, too — a cartridge game at just £9.95 with stunning graphics and excellent game play.

The running animation of the footballers, movement of the ball and accurate shadows make the game a delight to watch as well as play.

6 LORDS OF MIDNIGHT

Who are the Lords of Midnight? That was the question on every gamer's lips in the weeks leading up to the launch of Beyond's first "epic" game.

Beyond describe *Midnight* as an "epic" as it does not fit into either the Adventure or strategy category — but lies somewhere between the two.

There is also a strong element of war gaming in *Midnight* as you seek to unite the forces of the Free against the evil Doom-dark.

7 OLYMPIC GAMES

The Olympic Games shook up the games business this summer with no less than a dozen athletics games seeking to capitalise on the Olympics.

Most successful of the Games games was Daley Thompson's *Decathlon* which produced a number one smash hit for Ocean.

Almost all of these games

— and Daley's is no exception — are copies of the Konami arcade game in which the player has to shake the joystick furiously to make his little man run and jump.

8 TRASHMAN

Trashman is a total original in computer games — the only dustbin simulation available for the Spectrum and 64.

You have to collect the bins, empty their contents into the dustcart that is scrolling slowly up screen and bring the bins back again.

But if you think that sound easy, you haven't reckoned on mad dogs, lunatic drivers, kamikaze cyclists, pubs, cafes, and tricky grass verges.

For sheer fun, you can't beat *Trashman*.

9 HUNCHBACK

Hunchback for the Sinclair Spectrum was Ocean's first big hit — the first of many top selling games that the Manchester software house were to launch in 1984.

Supported by a TV advertising campaign, the Spectrum and 64 versions of this popular arcade game stayed in the Daily Mirror chart for several months.

You are the tragic Quasimodo who seeks to rescue his beloved Esmerelda. The guards in Notre Dame have different plans for our hero and it's down to you to see that he escapes their arrows.

10 SHERLOCK

Another of this year's instant success stories is *Sherlock* from Melbourne House.

Like *Jet Set Willy* the game couldn't fail. Programmed by Philip Mitchell of *Hobbit*, *Penetrator* and *Mugsy* fame, *Sherlock* was billed as Melbourne's biggest thing since *Hobbit*.

Sherlock is one of the new breed of interactive Adventure games — not just a set of fixed puzzles with one solution. *Sherlock* has semi-intelligent characters who react to your moves, it has several possible conclusions and can be different every time you play.



TRASHMAN

MACHINE: Spectrum
SUPPLIER: New
Generation Software
PRICE: £6.95

After cleaning up the streets of London in the first *Trashman* game, our hero now sets out on a much more ambitious project to clean up the entire world in the sequel to New Generation's hit of the year — *Travels With Trashman*.

At the beginning of the game, you are given a certain amount of fare money. A map of the world shows all the cities that *Trashman* can travel to, providing he has enough cash to do so.

The Paris job involves catching all the frogs that have been let loose by a made chef at a café in the Champs Elysées. No easy job this as our hero must also avoid bumping into the waitresses and losing points.

Other possible starting points are Germany where *Trashman* is offered the job of collecting the empties at the Munich Beer Festival. *Trashman* does not have to accept the first job offer he gets. He can fly onto another destination — providing of course he has enough of the folding stuff to pay for his airline ticket.

The most dangerous of his early jobs, and one of the best screens in the game, is the Spanish job where *Trashman* has to collect up all the roses thrown into a bullring during a bullfight — the bull would prefer them to stay there.

There are ten desintations in the game altogether and it will take a good deal of practice to visit them all.

Comparisons with *Trashman I* are inevitable if a little pointless as the game is really quite different. However, *Travels With Trashman* is slightly more difficult to get into than the first game.

Personally I prefer *Trashman I*, but it is no poor reflection on *Travels With Trashman* that this is the

case. After all, there have been very few games launched this year that are in the same league as *Trashman* for graphics and gameplay. If you liked *Trashman I*, you won't be disappointed with the sequel.

● Graphics	8
● Sound	6
● Value	8
● Playability	8

HARERAISER

MACHINE: 48k Spectrum
SUPPLIER: Haresoft Ltd.
PRICE: £8.95

Hareraiser is not so much a game as a puzzle. It comes in two parts: *Prelude* is available now and *Finale* is yet to be released.

The "player" has the four cursor keys at his disposal, allowing him to move around the countryside in search of clues to discover the Hare's whereabouts. These are displayed as short lines of text on a graphics background of a field. Sometimes the hare comes loping in to the accompaniment of music before divulging his clue, sometimes he doesn't. Is that a clue?

The object of all this is to be the first person to solve the puzzle. If that happens to be you, then you write in to Haresoft with the Hare's location, plus an explanation of how you arrived at the answer, together with the two tapes and a letter quoting your personal numbers. You could win the Golden Hare itself, or choose to take £30,000 in cash instead.

To be eligible to enter, you must first have registered the purchase of each part, by returning a card on which is printed your unique personal number.

That's the task — how will you shape up to it? All you need is pencil, paper, your eyes, patience and an inquiring mind, says the inlay. Pencil and paper certainly

seemed to be useful, for the information observed is easily recorded. In fact, I could see little reason why this puzzle should be published as software.

To be honest, I wouldn't buy it unless I fancied my chances for the £30,000 (sod the Golden Hare — I'll take the cash!) But hang about! That's a huge pile of readies to be giving away. Where will it all come from? Suppose £1 per game is put into the kitty — that's one helluva lot of copies to hope to sell for a puzzle that isn't even a game!

Could it be that we have to wait for sales to reach a pre-determined level before we see any sign of *The Finale*?

● Graphics	5
● Sound	10
● Value (if you win)	12
(if you don't)	2
● Playability	7

EUREKA!

MACHINE: CBM 64
Spectrum 48k
SUPPLIER: Domark Ltd.
PRICE: £14.95 on cassette
£16.45 on CBM disc.

Five epic Adventure games, each preluded by an arcade game, offered in the *Eureka!* package, together with a booklet. The Adventures can be played independently, but are linked and clues lead you from Adventure, to book, and back, in search of a mystery phone number. The first person to discover that will save the world from destruction and win £25,000 in cash as a bonus!

The Adventures are set throughout the ages. Starting off in Prehistoric Age, you progress through Ancient Rome, Celtic Britain and War-time Germany to the Modern Caribbean. A talisman was discovered on the Moon, and under analysis, split. Five fragments disappeared, but have been traced to the places and times in which the Adventures are set. Your job

Value: Is the game really worth all those pennies? How long will its attraction last? Is it worth going without Computer & Video Games for a month because your parents won't give you any extra pocket money — or could you write a better listing?

is to find and return them, for if the talisman is not reconstituted, the moon is destined to explode, taking Earth with it!

Disregarding the prize, how do the games play?

First, the music and sound effects are spectacular! The Commodore uses the TV's loudspeaker and the bursts of music can only be described as triumphal!

Second, there are graphics and they are created in a most innovative way. There are "wide screen" pictures at some locations and smaller "cameos" at others.

Each Adventure has its own plot which when solved will lead you to a piece of the talisman. A single review could not do justice to this vast game and I can't attempt here to describe the other module I have tried; Celtic Britain, except to say that it follows the same style.

With or without the prize, this package has got to be terrific value.

● Graphics	9
● Sound	10
● Value	10
● Playability	8

14

MELTDOWN

MACHINE: CBM 64
SUPPLIER: Creative Sparks
PRICE: £7.95

If you don't want to start glowing in the dark, then you'd better act quickly if you get your hands on a copy of *Countdown to Meltdown*.

An explosion has devastated a nuclear power plant and radiation is leaking out in vast quantities. The core is rapidly heating up and there could be a gigantic nuclear explosion — unless you can prevent it.

You control a team of eight android commandos who are the only beings tough enough to make it to the core.

You have to guide your team down through the many levels of the installation, find the core and prevent the explosion.

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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

Countdown follows the current trend towards graphic Adventure/strategy games. You have to solve a lot of problems, gather your commando force and equip them and then go after the core.

You monitor the androids' progress through "video cameras" — your computer screen. You can switch between "north" and "south" cameras to give different perspectives of the rooms you are exploring.

You can also switch androids throughout the game. Each one of the eight has different characteristics which are established at the beginning of each game. Some are technical wizards, while others are pure fighters with little scientific knowledge.



The screen display shows your android and the room he is in. Below you'll see a complex series of read-outs relating to the status of your android and the condition of the installation's core.

You must select the android most suited to the specific task and get him to the right location.

You must reach the core and cool it down before it exceeds 10,000 degrees centigrade. If you don't, then even an android can melt!

Countdown is a complex and challenging game — definitely not for those of you who simply want to blast things.

The graphics are impressive — particularly the neat sliding doors between rooms which the androids have to activate. There are 2,000 rooms spread over eight levels — each with a different challenge.

The game comes with necessarily detailed instructions which you'll need to read before getting into the game. You won't learn to get the best out of *Countdown* in ten minutes — but it's well worth the effort.

● Graphics	8
● Sound	7
● Value	8
● Playability	9

15 SINBAD

MACHINE: BBC
SUPPLIER: Virgin
PRICE: £7.95

And I thought Virgin's latest batch of games were supposed to be better than the last lot.

Virgin are currently having a clear out to get rid of their old games at £2.99. This latest release should be included in the price cutting, if you ask me.

As usual, Virgin includes a few words about the author of the game on the cassette inlay. Dennis Ibbotson, who wrote *Sinbad*, is 35 and only started computing last year when his mother bought him a computer!

Dennis dislikes arcades and hates all computer magazines. Well, Dennis, we don't think much of you either. Perhaps if you read some magazines and played a few more games you'd know what people look for in a good game.



When you start the game, there are a few space invader type monsters moving round the screen, accompanied by the slowest piece of music you'll ever hear.

There's a magic carpet floating around, too and, as Sinbad, you have to hop on to it and climb up its rope ladder to touch an alien. As you touch one, it changes colour. But touch an already changed one and you get knocked off the carpet.

Once you've managed to change all the aliens' colours, you move to screen two. Here, you have to pilot Sinbad on his carpet through space, avoiding the asteroids and other original things like that. This second stage is timed to last as long as it took you to clear screen one.

One of the dullest games I've seen for the Beeb.

● Graphics	5
● Sound	5
● Value	3
● Playability	4

16 AMERICAN FOOTBALL

MACHINE: Spectrum
SUPPLIER: Argus Press
Software
PRICE: £9.99

24! 32! 48! Hut! Hut Hut! Incredible isn't it — people actually talk like that!

If you are a fan of that bonecrunching spectacle Americans call football which draws massive audiences to Channel 4 at teatime on Sundays, you're going to love this computerised version.

Argus Software has come up with the first really worthwhile version of the game that has become increasingly popular in the UK over the past three years.

You can either take on the computer or play a human opponent in this game of strategy and muscle. Strategy is the right word here as you have to mastermind your team's march to victory by utilising various tactics presented to you by the program.

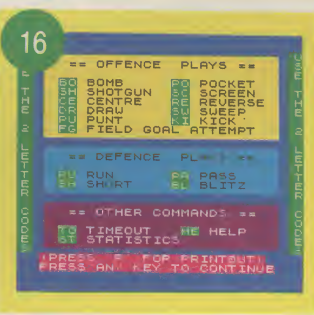
The instructions — on screen and in the comprehensive instruction manual — list a series of "plays" you can use when on the offence or when defending. You key

these "plays" by using simple two key instructions — and the computer works out the outcome.

The attacking team aims to score a touchdown by utilising the various plays and strategies available, while the defending team aims to stop them.

The computer acts as the referee and throws in penalties from time to time in a somewhat arbitrary manner. This is one of the annoying features of an otherwise well executed program. Just like the real live players, you get really annoyed when a penalty decision comes up!

At half time and at the end of the game you get a statistics readout — how many yards your quarterback ran in the game, how many interceptions were made and so on. The program allows you to get a print-out of the result and the stat-sheet. Another nice touch.



The game comes with an informative booklet — well worth the money on its own as it actually helps you understand what you see on telly too! Ken Thomas, editor of *Touchdown* magazine, the official NFL publication in this country, has written an interesting, easy-to-understand guide to the game and a list of all the jargon used. Great stuff — and even a five-foot weakling can play it without fear of terminal damage! A Commodore 64 version should be available soon.

● Graphics	8
● Sound	5
● Value	9
● Playability	9

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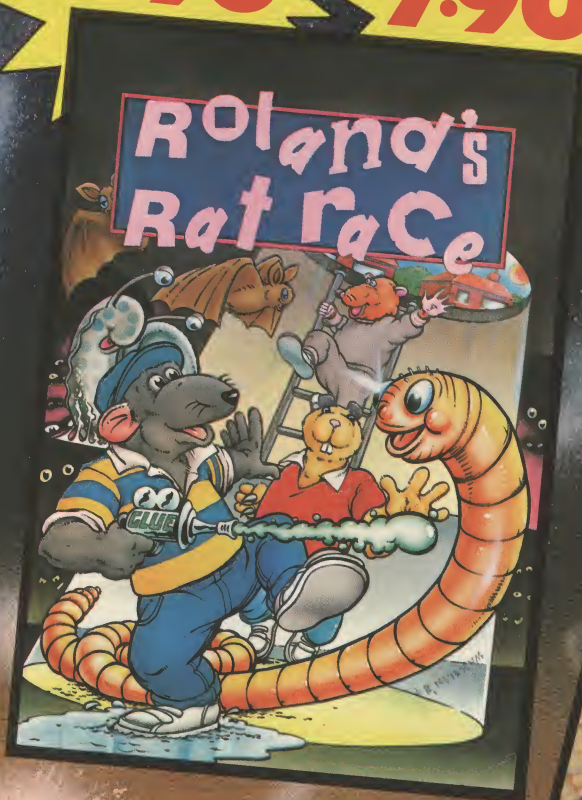
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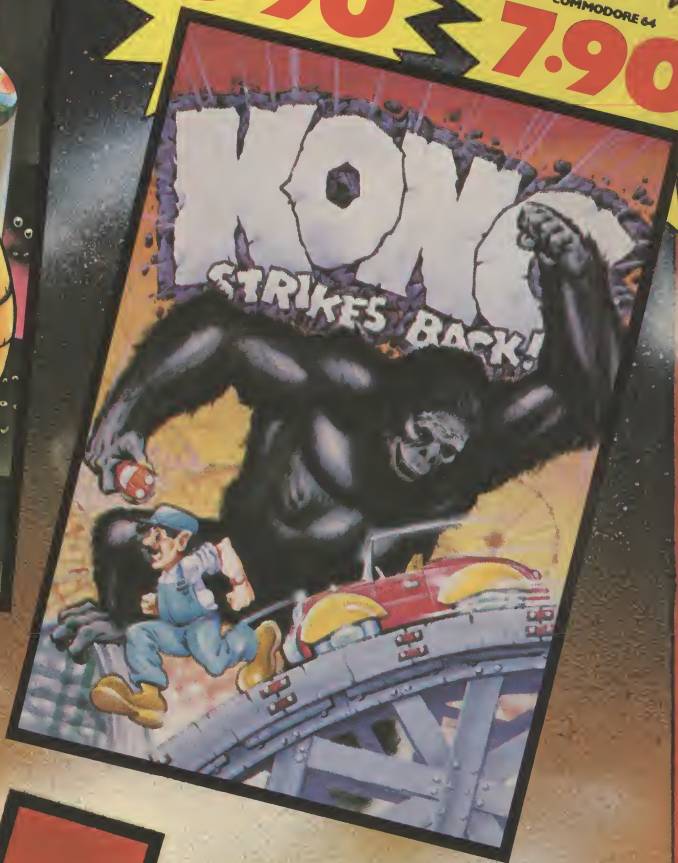
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SPIDER-MAN

One morning at the Personal Computer World show, before the crowds arrived, Keith's trusty apprentices, Paul Coppins and Simon Marsh, wandered along to the Adventure International stand to see the new Scott Adams game, based on Spiderman, the Marvel comic hero. Here, Simon relates how the Chief Examiner put C&VG's Adventure team to the test...

"Please Scott, please, please, please! Just one small clue — just one!" I grovelled!

"Now come on, Simon, you know I never give out clues!" said the man who put Adventure into adventure games.

You have no doubt gathered by now that the PCW Show was not only by C&VG's Adventure Helpline team, but also a S Adams, of Longwood, Florida, USA.

This certain Mr Adams just happened to have with him a *Questprobe 2* — *Spiderman*. As the game was still in its testing there were possibly a few bugs still lurking around, Scott asked Paul and myself if we would test it for him. Silly question!

Throughout the time we played, Scott stood behind us and was busy scribbling notes about our efforts. On many occasions, he laughed aloud at our feeble attempts to crack the early parts of the game, but as time went on, seemed very pleased with our progress.

But it was hard not to ask for help with the great man himself watching over us. "Scott, if I put Doc Connors over there, will he wake up?" I asked.

"Well, just play the game. After all, that's what it's there for!" Scott replied, with a smile on his face that made me feel even more desperate for the answer.

While I was quizzing the Chief Examiner, Paul was getting down to the serious business of solving the game, and very well he was doing, too! Suddenly Scott's face lit up as Paul got the first gem — apparently he had done it in less time than anyone else before, including Mike Woodroffe of Adventure International UK!

Later, a certain chemical equation cropped up, and Scott seemed very happy when I was able to solve its meaning, for he now knew for certain that this part of the game was possible for people with no specialist knowledge of the subject.

Adventurers everywhere will be pleased to know that the C&VG team, may just be responsible for making Scott's latest game just that bit harder!

Meanwhile C&VG's own superhero, Keith Campbell had slipped into his alter-ego Adventureman costume to join Spiderman on a quest to beat Scott Adams at his own game...

MY SPIDER SENSES TINGLE!

An IBM PC confronted me and wondering how I could persuade my Editor to buy me one, I started in on *Questprobe 2*.

Yes, it was a Scott Adams game, all right — I could tell that from the fact I was getting nowhere fast. But it had a very different feel to it. There I was attempting to overcome a very nasty looking creature indeed, and trying to use many words when my instinct said two.

The creature in question was Hydroman, who was graphically depicted in some lurid detail, guarding an aquarium containing a gem. Getting hold of the gem

turned out to be a very solid problem.

To my horror, the Chief Examiner offered me a choice of Atari or IBM PC versions. Well, I wanted to play this game quietly at home — a home devoid of those computers!

"How about a TRS-80 version?" I asked nervously, "After all, that's what you develop the games on, don't you?" I added, determined not to let Atari-owner Paul be the only one to get a copy!

"Yes, but this will probably be the last. We're switching to the IBM for development — you really ought to get one, they're very good machines!"

Because Spiderman has a full-sentence interpreter, it will just not fit into the standard 16k TRS-80, and

so Adventure International is moving on to the IBM.

But I couldn't hog the IBM all day, so Scott winked and slipped a TRS-80 disc into my hand. I took it back to the Adventure Helpline stand and, using one of the Model 4's, quickly made a backup copy. When I returned the original, Scott warned: "You only have the two-word output version there!" As if I cared! I had the game, didn't I?!

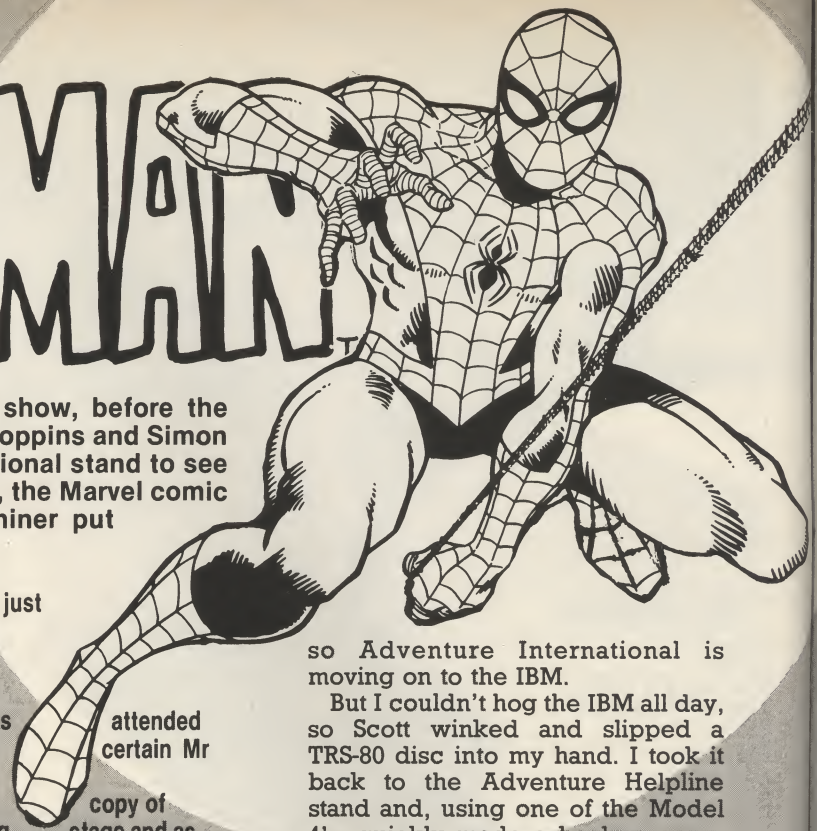
Walking around in a skyscraper office block may sound like a rather mundane scenario for an Adventure game, but for a spider, the perspective can be completely different! So later on, back home, it was up the hallway for me, and into other rooms.

A voice screamed "Ouch!" and I found myself confronted by Sandman. Treading carefully, I wandered around and met up with Doc Connors in drag, and a host of other Marvel characters. Most concealed a gem, and, when spoken to, were rather challenging about my ability to divest them of it! All except Ringmaster, that is, for he reckoned himself to be a piece of cake to overcome. He, of course, turned out to be one of the more difficult problems!

In the middle of all this was the central challenge — one Bio-gem. It will come as no surprise to *Hulk* players to hear that it was in the company of a Matter Energy Egg. Yes — you know what that means, don't you? BANG — no gem!

Spiderman is a very different game to its *Questprobe* predecessor, *Hulk*. It has a less surrealistic setting, which better conveys the atmosphere of the Marvel comic stories. Mind you, this particular skyscraper has some very peculiar features, and is not exactly straightforward to get around!

In *Spiderman*, as I've already mentioned, you can type in whole sentences as commands. This feature has been lacking in Scott's



attended
certain Mr

copy of
stage and as

previous games, a fact seized upon by some critics besotted by a "state-of-the-art" mentality. Well, "state of the art" they now have!

When I played *Spiderman* I was at a severe disadvantage. The Chief Examiner had lent us his only copy of the proofs of the *Questprobe 2* comic to browse for a couple of hours, but getting it away from Paul was more difficult than coming to grips with Mysterio! According to Paul, solving *Spiderman* could be much easier if you had read the storyline in the comic that is supplied with the game.

Now, imagine YOU are stuck in an air-conditioning system, and feeling suicidal about it. Sounds unlikely, but you know the feeling don't you? You know there is an answer, and you slowly go mad, trying to deduce it. You eventually take the last resort — the *C&VG* Adventure Helpline.

But was there to be an answer for me? Here I was with a game not yet fully tested, let alone on the market! This could be lobotomy time coming up, so I rang Paul. He'd done it, of course! His solution had meshed with the problem — no more RPMS for HIS fan! The mesh was only hitting my fan metaphorically — or at least it would be if I didn't turn in my review by the deadline! Paul's method didn't work on my computer. Had I an incomplete version? Had Scott purposely flown early from London, chuckling throatily into a strange mist visible from the side of the aircraft?

I dug out the British Telecom tariff, an atlas, and a Tandy diary showing time-zones. I was about to play my trump card. It had been kept safely in my briefcase since February. On one side was the legend 'Scott Adams Inc.' and on



Even the experts need help sometimes. Adventurers from three continents met up at the C&VG Helpline which was operating live at the Personal Computer World Show in September. Left to right, Keith Campbell (C&VG's Adventure scribe, author of the Pen and the Dark and the C&VG Book of Adventure), Scott Adams (gourmet, wine snob, author of Hulk, Spiderman and the Scott Adams

Adventure Series), Paul Coppins (Helpline helper), Philip Mitchell (author of The Hobbit, Sherlock, Mugsy and Penetrator), and Simon Marsh, Keith's other helpline helper.

Scott was at the recent PCW Show to launch the new *Spiderman* game.

the other was scrawled two telephone numbers labelled 'home' and 'work'. "Home," I thought, and at 10.30 pm I started dialling ... 0101 ... but you don't think I'm going to tell you the rest of the number, do you?!

Alexis answered, and called Scott to the phone. It was about 5.30 on a Sunday evening, so my calculations had been correct. I mentioned my unresolved problem — did I have an unfinished copy?

Scott was right on the ball. "The problem is on Paul's copy, not yours. His is not the correct answer — it's far too easy!" explained Scott. "Your copy is the perfect one!"

Wonderful! I was just about to put the phone down, when I realised that the threat of a lobotomy had not receded! "Just a small, teeny weeny

little ... ?" I pleaded, grovelling.

"Well, what you need is what no spider should be without!" Scott laughed, fiendishly. You know, I'm really quite partial to that sort of clue!

Spiderman certainly has a surprise ending, for although I am not quite there yet, Scott had left his usual saved endgame on the diskette, and I had been up to my usual cheating!

So will *Spiderman* be classified as an "adventure nasty"? That, you will have to discover for yourself! Personally, I found it to be a great game, with plenty of variety and puzzles. Although different from *Hulk*, it continues with the same theme. By the way, anyone want a Bio-gem? I'll let you have mine for a price!!

Fancy yourself as Spiderman? Course you do! Well here's your chance to win a copy of *Questprobe No.2* for one of the following computers: Spectrum 48k, Commodore 64 and BBC B.

Scott Adams, Mike Woodroffe and Keith Campbell put their heads together over dinner at a smart Covent Garden restaurant, when the wine was flowing well. They came up with the following questions to ensure that free copies of *Spiderman* only fall into the right hands! To qualify, you will need to have played *The Sorcerer of Claymorgue Castle*, in a graphics version on either the Commodore or Spectrum, AND be a regular reader of *C&VG*!

Scott, Mike and Keith want to know the answers to the following questions:

1. Which way is the moat monster facing?
2. Where will you find a Mexican hat?
3. Where must you look to see a ferret?
4. What dish once reminded Scott of evil smelling mud?
5. Where does *Pirate No.2* start off?

The first three questions are based on *Claymorgue Castle*, the answers to 4 and 5 will be found in the pages of the *C&VG* over the past 12 months!

Send your answers on the form provided to Spiderman Competition, Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal *C&VG* competition rules apply and the first 30 correct solutions opened on 17th December will receive a free copy of *Spiderman* for the micro of their choice.

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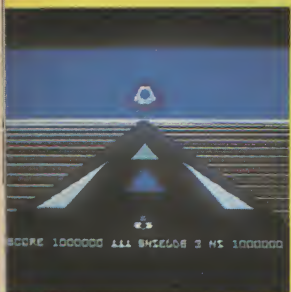
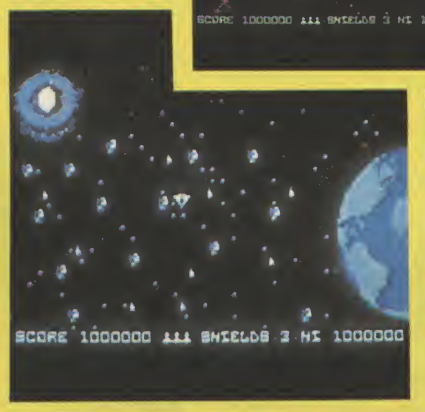
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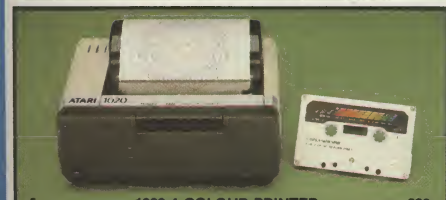
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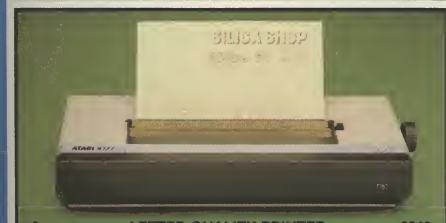
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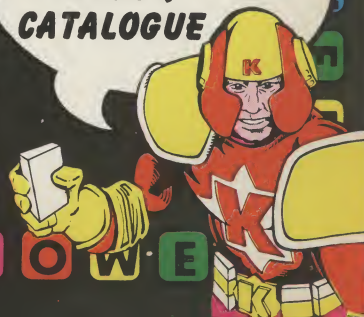
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September 15th saw the most important event of the year for the Pinball Owners Association, the Annual Convention.

Around 100 members converged on Harold Wood, Essex, for what turned out to be a very enjoyable day out. These people are not weirdos, they do not wear bunches of keys around their necks, they haven't got a secret handshake and their middle fingers don't stick out. They are in fact a cross section of society, tied together by an obsession for pins, one arm bandits, jukeboxes and other slot machines. Many of them own their own machines, but this is not a requirement of membership.

The event had attracted much publicity. Members had been seen on BBC's *Breakfast Time* and *Pebble Mill* television programmes. Several members brought machines and the final line up consisted of 13 pins, a jukebox and masses of

bandits and slots. Lots of trophies and shields were awarded. The best pintable award went to a 1952 Gottlieb Happy Days and a lovely Williams table, Happy Days 1960, won the exhibitors' choice. Technology struck back, however, when the visitors' choice was a 1980 Stern Seawitch.

The highlight of the day was the Pinball Wizard competition. Every member was a starter and, after some furious flipping, this was drastically reduced to a mere 12. This was the semis, and lots of nail-biting took place, until they were finally whittled down to only four. Gottlieb's latest machine *The Games* was pulled into the centre of the hall and the final began. From then on it was pure skill, but at the end of the day, the POA's illustrious chairman Gary Flower had a resounding victory. Modesty doesn't prevent me from telling you that this reporter took third place.

Due to this report, the article on Back to Basics will appear next month.

Keep Flipping!

THE JEDI TAKE THEIR REVENGE!

Flying through the Forest of Endor toward the Ewok village, I glanced to my right — two storm troopers were drawing level with my hover bike.

I sent my bike careering into the side of the first storm trooper where he hit a tree with a satisfying thud. Throttling back, the second trooper sped past straight into my gun sights. BANG! He exploded into a column of flame.

I raced ahead and, unaware of their presence, flew straight into an Ewok trap. My bike and I parted company to the sound of cheers from those little furry bears.

The sequel to *Star Wars* has finally arrived in *The*

Return of the Jedi from Atari.

You may recognise the events and also know what happens next — but this time the destinies of the famous four, Luke Skywalker, Princess Leia, Hans Solo and Chewbacca are in your hands. Will they destroy the Death Star once and for all?

The ultimate aim of the game — as in *Star Wars* — is to destroy the Death Star but *Return of the Jedi* has been presented in an entirely different way. *Star Wars* featured linear graphics of mostly reds, blues and oranges and much was left to the imagination in filling in the scenery.

The graphics in *Return of the Jedi* have been done in a different way with beautifully drawn replicas of the

At one moment you will be guiding Chewbacca in his stolen Scout Walker amidst rolling logs and catapulted rocks — now helped by the Ewoks — and the next second you could be switched into space to help Lando Calrissian and the Millennium Falcon attack the Death Star.

In scenes three and four, you remain with Lando as you fly a hazardous path towards the Death Star's reactor, shooting and killing the deadly Tie Fighters en route.

Once you've blown up the reactor's core, you've got precious few seconds to turn the Millennium Falcon round and hot foot it out through the same narrow tunnel to the outside before it blows.



Chewbacca and the Scout Walkers/Lando in the Millennium Falcon

It's full of pillars, so beware and drive carefully!

Unfortunately, I wasn't quick enough but the explosion is quite spectacular and leaves you in no doubt that you and everyone else inside the Death Star are well and truly dead!

Atari state that "dramatic stereo sound effects, original music and actual character voices (including the Ewoks) from the movie enhance the pace and realism". I tend to agree — the Ewoks and Darth Vader seem almost real — the game's portrayed beautifully and faithfully follows the film.

characters — I particularly liked C3-PO and R2-D2. There's also a lot more talking from the characters in this game, overlaid with the *Star Wars* theme tune helping to make it seem more real.

With four different action scenes over eight levels of increasing difficulty, it's a real challenge to get through the game and one you'll have to work at.

Scenes two and three of the game feature a unique split screen where you take part in two events which are happening at the same time.





Millennium Falcon and the Tie-Fighters



The Falcon at the Reactor's Core

HOW TO PLAY FOREVER... PART TWO

Arcade Spy's sidekick, known only as The Boffin, proudly presents part two of How to Play Forever — the definitive guide to making the most of your last 10p, when playing your favourite arcade machine.

This issue the Bof looks at *Tempest* and *Xevious*.

TEMPEST

This is the key to high scores on *Tempest*...

First, you must complete the red level that gives you 188,000 bonus points. Then get your score to one of the two digit combinations listed below (by shooting spikes, worth one point per hit). After you have the combination you require, kill yourself by walking into enemies and wait for your desired effect to happen. They are:

- 00=Freezes screen
- 01=Gives access to bookkeeping totals
- 05=Allows play during attract mode
- 06=40 free credits
- 11=40 free credits
- 12=40 free credits
- 14=Credit sound without actual credits
- 15=Credit sound without actual credits
- 16=40 free credits
- 17=40 free credits
- 18=40 free credits
- 41=Last two digits of score switch
- 42=Score increases quickly

- 46=Allows following game to start at green level
- 50=Player moves by himself
- 51=Player moves by himself
- 60=Objects drift down
- 66=Objects drift right
- 67=Objects jump
- 69=Objects drift up
- 70=Objects drift up

All the tricks will work if you use the one to play the attract mode (05). If you pause at any of the desired points, it will take place instantly. Also two additional ones work from this. They are:

- 46=Generates a random coloured level with the wrong enemies for that level (eg, a dark blue level with fueball tankers!)
- 48=255 extra men!!!

Apparently, Atari made a modification kit for *Tempest* to stop these bugs, it is also very uncommon, and is not evident on any *Tempests* that I have played.

XEVIOUS

How to get the initials of the programmer.

To get these, at the start of a game, fly right and bomb

madly. After a couple of seconds it will say NAMCO original programmed by EVEZOO.

The hidden targets of *Xevious*.

These appear as huge spires that rise out of the ground. Most of the time they appear in groups of up to eight. Unfortunately, most appear very late in the game, but two appear before the first mother-ship. The first appears in the second roadway section, just after a horizontal road. The second appears just before a short diagonal row of bases.

These targets are worth 2000 points for revealing them and 2000 for wiping them out.

Also in *Xevious* are hidden Flags!!

The first two flags appear by horizontal rivers, usually on the banks. The third flag is on a horizontal line which passes through the river inlet in the middle of the shield storm and just before the desert. The fourth is at the base of the eagle in the desert.

TIGER, TIGER BURNING BRIGHT!

Two Tigers takes you right back to the days when planes were stuck together with string and sealing wax for, in this new game by Bally/Midway, you control an ancient Tiger Moth battling for supremacy in the skies with another equally ancient bi-plane!

You can now engage in a mock battle between two ageing bi-planes with a friend of your choice — and for only 30p!

Set in the days of World War I and for two players, *Two Tigers* is all about protecting a battleship from the enemy.

The game offers you a fighting chance of defending or attacking the ship. This is decided by a one-to-one dogfight which takes place between you and your opponent — the loser being given the unenviable task of making sure the ship doesn't go down with all hands.

Once the roles have been decided, the game starts with a vengeance. Weaving in and out of a barrage of fire and enemy planes, the two Tigers jockey for the prime attacking position. As soon as you've outwitted your opponent, you can then shoot his tail-plane off at leisure!

Whilst you're happily flinging your plane about the skies, it can easily escape your notice that other

enemy aircraft — computer controlled — are bombing the ship. A distressing way to lose the game — just when you think you're winning too!

The game is played over three scenes and the player's roles are changed each time, alternating between defender and attacker — it's a real advantage to win the initial dogfight. Three ships have to be sunk — not just holed — to gain an extra man.

We spoke to Terry and Martin who work near the Crystal Rooms in London. They were very keen on the

game and said "most games don't give clear instructions on how to play and it normally takes one game to see how to play it properly. *Two Tigers* is a bit confusing at first but it's really good when you get into it. There's a lot of rivalry between players. We come down to the arcade quite a lot — but we're not really addicts you know!"

The joysticks stimulate aeroplane joysticks, giving a nice realistic touch to the game. An enjoyable way of spending your 30p and one that I'd recommend.

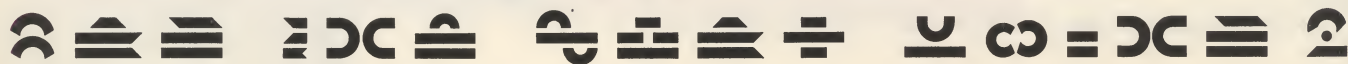


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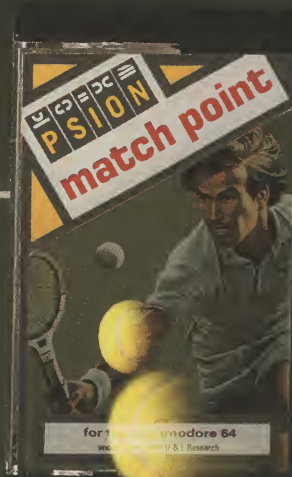
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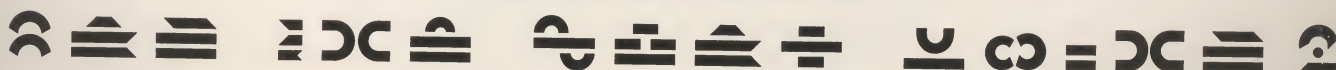
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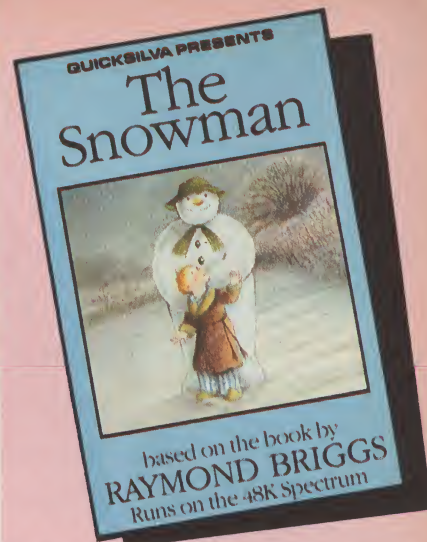
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Hampstead is a quest, but not for gold. The aim of it is to reach the pinnacle of social status, and acquiring wealth is only one part of the problem. If you wish to go up in the world you also have to gain the admiration and respect of your fellow men, and there's more to that than a fat bank balance.

In Hampstead it helps to know something about art — or rather, to give the impression you do. You must wear the right clothes, be seen in the right places, live in the right house with the right partner and use the correct mode of transport.

At the start of the game you are a nobody whose aim is to become a somebody. So lie, cheat, steal and defraud. You know it makes sense.

Questions People Ask About Hampstead:

Q: Is there life after Hampstead?

A: No, Only before and during.

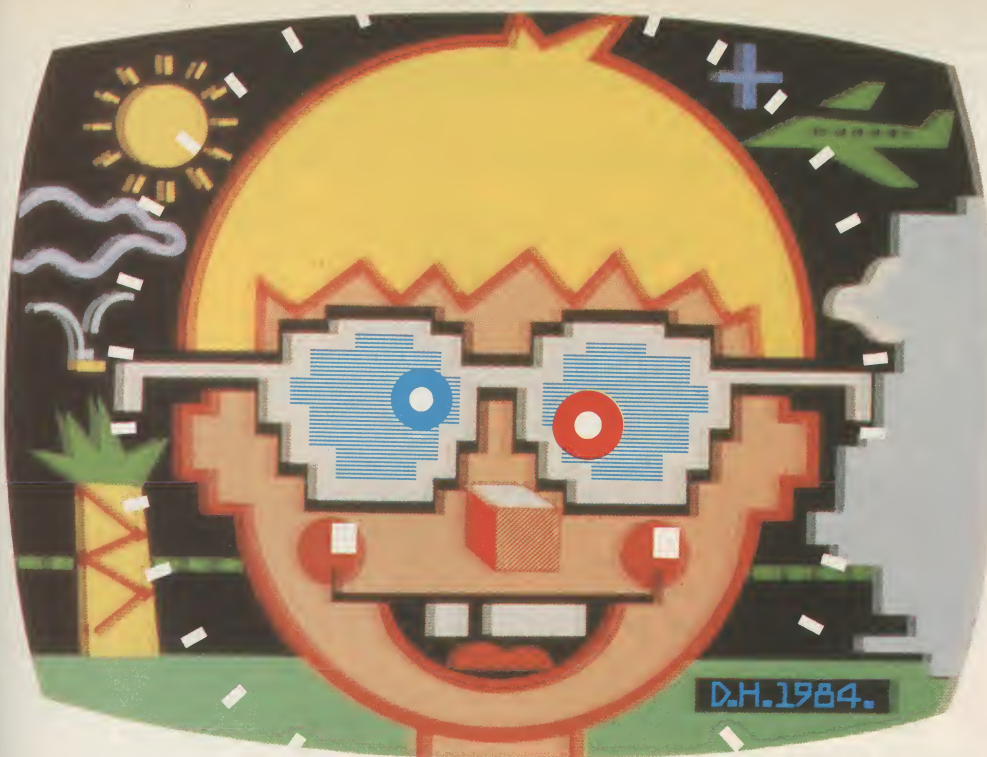
Q: Why do dustbins have no lids in Hampstead?

A: In order that passers-by may see the week's completed Guardian crosswords stacked neatly within.

Hampstead — a new type of adventure game!



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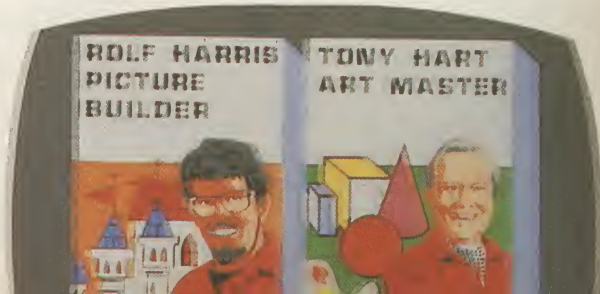
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the ball into the net, the crowd cheers madly.

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■ (But be warned, it plays a pretty mean game does the Commodore 64).

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■ Which is great.

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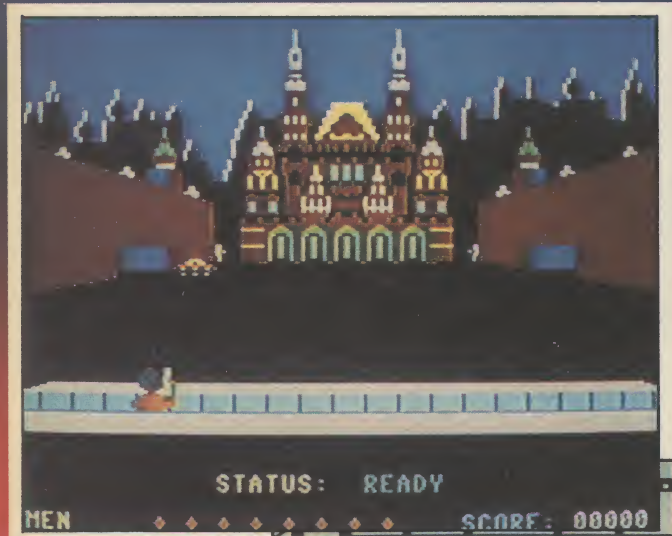
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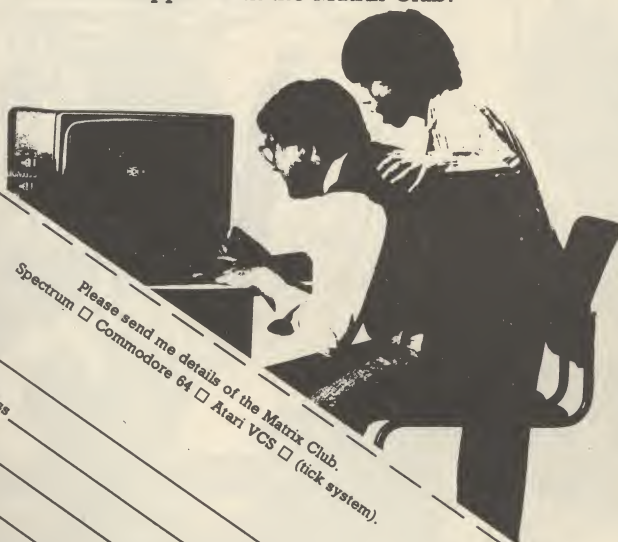
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```

10 RESTORE : FOR f=0 TO 187: R
EAD a: POKE USA "a"+f,a: NEXT f
20 DATA 0,16,16,16,146,84,56,1
6
30 DATA 24,24,8,255,153,153,36
,66
50 DATA 60,126,a,a,a,a,a,60
70 DATA 0,0,7,10,25,127,127,24
,0,0,192,32,24,254,254,48
71 DATA 0,0,3,4,24,127,127,12
,0,0,224,176,152,254,254,24
72 DATA 0,0,0,120,48,127,127,1
27,0,0,0,255,32,38,130,130,127,1
27,255,63,221,8,255,0,254,254,255
,252,84,136,255,0
73 DATA 0,0,255,0,0,0,255,0
75 DATA 51,55,63,63,63,127,255
,63,51,51,63,63,63,127,255
240,240,250,254,255,250,202,204,
204,252,252,70,70,124,124
76 DATA 192,a,255,60,28,14,255
,3
77 DATA 126,219,a,24,255,231,a
,126
78 DATA 0,0,0,255,4,100,65,a,0
,0,0,30,12,254,a,a
79 DATA 28,124,152,126,25,24,3
6,34
80 LET is=0
90 GO SUB 9700
95 LET is=1
100 RANDOMIZE : LET ret=0: LET
hs=0
110 LET bomb=0: LET barrel=0
115 LET dam=0: LET id=-1
120 LET bx=21: LET by=31
125 LET ti=125
130 LET sc=0: LET a$=" HI "
135 LET x=21: LET y=31
140 LET cx1=7: LET cx2=13.5
145 LET cy1=30: LET cy2=0
150 LET c=44: LET b=150
155 LET d=30: DIM a(12)
157 RESTORE 190
160 FOR f=1 TO 6
170 READ a,w: LET a(f)=a: LET a
(f+6)=w
180 NEXT f
190 DATA 0,-40,-24,-32,-24,0,-4
0,0,40,-40,80,0
250 GO SUB 2000
260 PRINT AT x,y: INK 7;"B": BE
EP .1,10
270 PRINT AT cx1,cy1: PAPER 0:
INK 6: BRIGHT 1;"FG": BEEP .1,9:
PRINT AT cx2,cy2: PAPER 0: INK
4: BRIGHT 1;"DE": BEEP .1,8
280 PRINT AT 1,3: INK 1: PAPER
6;"0": BEEP .1,7
290 PRINT AT 3,30: BRIGHT 1: IN
K 6;"R": BEEP .1,6
300 PRINT AT 2,5: INK 1: BRIGHT
1;"MO": AT 3,5: NP: BEEP .1,5
310 PRINT INK 2: PAPER 6: AT 0,3
0;"HI": AT 1,30:"JK": BEEP .1,4
1999 GO TO 3000
2000 INVERSE 0: OVER 0: BRIGHT 0
FLASH 0: PAPER 3: BORDER 4: IN
K 0: CLS
2007 FOR f=1 TO 100: PRINT AT RN
D*10+11,INT (RND*32): INK 4;"A":
NEXT f
2010 FOR f=6 TO 10: PRINT AT f,1
0: PAPER 0:"
NEXT f

```

```

2020 FOR f=87 TO 47 STEP -1: PLO
T 0,f: DRAW 79,40: NEXT f
2030 PLOT 0,67: DRAW PAPER 7: IN
K 0: INVERSE 1: BRIGHT 1;80,40:
PLOT 81,108: DRAW INK 7: BRIGHT
1: PAPER 0;174,0
2040 FOR f=81 TO 255 STEP 20: PL
OT BRIGHT 1: INK 7: PAPER 0: OVE
R 1;f,108: NEXT f
2045 FOR f=0 TO 1: PRINT AT f,0:
PAPER 6;"
NEXT f
2050 INK 2: PAPER 5: PLOT 0,165:
DRAW 255,0: PLOT 0,161: DRAW 25
5,0: INK 0: PAPER 3
2060 LET n=13: FOR f=31 TO 14 ST
EP -1: FOR j=n TO n+(21-n): PRIN
T AT j,f: PAPER 5;"
NEXT j: L
ET n=n+.5: NEXT f
2065 PRINT PAPER 5;AT 21,14;"
AT 20,16;"
AT 19,18;"
AT 21,2
070 PRINT AT 20,30;"
AT 21,2
8;"
2080 RESTORE 2090: FOR f=1 TO 5:
READ a,w: PRINT AT a,w: INK 2:
PAPER 5;"C": NEXT f
2090 DATA 19,31,19,28,18,27,19,2
2,19,19
2100 FOR f=2 TO 3: PRINT INK 4;A
T f,10:"AA": AT f,15:"AAA": AT f,2
1:"AAA": AT f,27:"AAA": NEXT f
2110 PRINT AT 5,10: INK 4;"AA": A
T 5,13:"AAAAAAAAAAAAAAAAAAAAAA"
2120 FOR f=3 TO 4: PRINT INK 4;A
T f,13;"A": AT f,19:"A": AT f,25;"
A" NEXT f
2130 FOR f=2 TO 10: PRINT AT f,0
: INK 4;"A": NEXT f
2140 LET n=9.5: FOR f=0 TO 10: P
RINT AT n,f: INK 4;"A": LET n=n-
.5: NEXT f
2150 PRINT AT 5,2: PAPER 5;"
AT 6,2;"
2160 PRINT #0;TAB 13: PAPER 4:
INK 0: BRIGHT 1: FLASH 1;"GANGST
R"

```



GANGSTER

RUNS ON DA SPECTRUM IN 48K

```

2999 RETURN
3005 BEEP .003,-X+Y: LET ti=ti-1
: IF ti/lev=INT (ti/lev) THEN GO
SUB 7800
3007 IF bomb=1 THEN LET bti=bti-
1: IF bti=0 THEN GO SUB 6800
3010 GO SUB 4000
3020 GO SUB 4500
3025 PRINT AT x,y: PAPER 8: INK
7: ("B" AND NOT barrel)+("C" AND
barrel)
3030 GO SUB 6000
3040 IF barrel=1 THEN GO SUB 700
0
3050 IF (cx1=x OR INT (cx2+.5)=x
THEN GO SUB 6500
3060 IF bomb=1 THEN PRINT AT 2,5
: INK 2: BRIGHT 1: "MO": AT 3,5: "N
P"
3070 IF dam=1 AND bomb=1 THEN GO
SUB 7500
3100 GO TO 3000
4000 REM Move Man
4010 PRINT AT x,y: PAPER 8: INK
(2 AND barrel): "A"
4020 LET x1=x: LET y1=y
4030 LET x=x+(INKEY$="6")-(INKEY
$="7"): LET y=y+(INKEY$="8")-(IN
KEY$="5")
4035 LET x=x+(x<1+(NOT bomb))- (x
>21): LET y=y+(y<0)-(y>31)
4040 LET a=ATTR (x,y)
4050 RETURN
4500 REM Check pos
4510 IF a=90 OR a=24 OR a=0 OR a
=6 OR a=4 THEN LET barrel=0: LET
x=INT (x+.5): RETURN
4520 IF a=42 AND barrel=0 THEN L
ET barrel=1: LET bx=x-.5: LET by
=y: RETURN
4525 IF a=42 AND barrel=1 AND x<
x1 THEN PRINT AT bx,by: PAPER 5
: INK 2: "C": BEEP .2,20: LET bx=
x-.5: LET by=y: PRINT AT bx,by:
PAPER 5: " ": RETURN
4530 IF a=42 AND barrel=1 THEN G
O SUB 7000: RETURN
4550 IF a=28 THEN PRINT AT x,y:
INK 4: "A": BEEP .1,-20: LET x=x1
: LET ti=INT (ti/lev)*lev+1: LET
y=y1: RETURN
4560 IF a=40 THEN LET ad=1: GO T
O 9000
4570 IF a=70 OR a=68 THEN LET ad
=2: GO TO 9000
4580 IF a=71 THEN LET x=x-1: RET
URN
4590 IF a=120 THEN LET x=x-1: RE
TURN

```

Listen schmuck, da Boss is not too happy wiff the way you've been double dealing him recently. You made a big mistake when ya tried to muscle in on his operation. You gotta learn that no one treads on big Dino Ravioli's toes.

So da boys is organizing a little party for ya down at da railway yard. We've picked up ya girl but unfortunately she didn't like da idea of a party so we has to tie her to the track to keep her still.

Da Detroit Express is due fairly soon, so I'd get your ass down to da railway track, unless of course, you want ya girl to look like one of my Mamma's pizzas.

My boys have picked up a few fings from da local building site and is mixing your present, ready for when ya arrive.

Don't no nofing clever like phoning da cops, cos even they is scared of Big Dino.

BY RICHARD EVANS




```

4591 IF a=49 AND y=3 AND bomb<>0
THEN LET dam=1: PRINT AT 1,3; I
NK 2; PAPER 6;"L": LET x=x+1: RE
TURN
4592 IF a=89 THEN PRINT AT 2,5;
INK 2; BRIGHT 1;"MO";AT 3,5;"NP"
: LET bomb=1: RETURN
4593 IF a=50 THEN BEEP .1,50: LE
T x=x+1: RETURN
4594 IF a=94 AND dam=1 THEN GO T
O 9500
4595 IF a=94 AND dam=0 THEN PRIN
T AT 3,30; BRIGHT 1; INK 6;"R":
LET x=x+1: LET y=y+1: RETURN
4596 IF a=49 THEN LET x=x+1: BEEP
.1,40: RETURN
4599 STOP
6000 REM Move Cars
6010 PRINT AT cx1,cy1; PAPER 8;
INK 8;" ";AT cx2,cy2;" "
6020 LET cy1=cy1-1: LET cy2=cy2+
1
6030 IF cy1<8 THEN LET cx1=cx1+.
5
6040 IF cy2<11 THEN LET cx2=cx2-
.5
6050 IF cy1=0 THEN LET cy1=30: L
ET cx1=7
6070 IF cy2=30 THEN LET cy2=0: L
ET cx2=13.5
6075 PRINT AT cx1,cy1; BRIGHT 1;
PAPER 0; INK 6;"FG";AT cx2,cy2);
INK 4;"DE"
6080 RETURN
6500 LET a=ATTR (x,y): LET q=y-c
y1: LET q1=y-cy2
6510 INK 7: IF ABS q<8 AND cx1=x
THEN GO TO 6600
6520 IF ABS q1<8 AND INT (cx2+.5
)=x THEN GO TO 6700
6530 IF AND>.9 AND cx1=x THEN GO
TO 6600
6540 IF AND>.9 AND INT (cx2+.5)=
x THEN GO TO 6700
6550 RETURN
6600 LET dis=q*8-4
6610 FOR f=0 TO 1: INVERSE f: OU
TER 1-f: BEEP .1,f*30: PLOT cy1*8
+8,(21-cx1)*8+4: DRAW dis,0
6615 INK 0: NEXT f
6620 IF ATTR (x,y)<>a THEN LET a
d=3: GO TO 9000
6630 RETURN
6700 LET dis=q1*8
6710 FOR f=0 TO 1: OVER 1-f: BEE
P .1,f*30: PLOT (INT (cy2+.5))*8
+8,(21-INT (cx2+.5))*8+4: DRAW d
is,0
6715 INK 0: NEXT f
6720 IF ATTR (x,y)<>a THEN LET a
d=3: GO TO 9000
6730 RETURN
6800 LET ret=1: LET lev=1: FOR n
=1 TO 4: FOR f=7 TO 0 STEP -1: P
RINT AT 2,5; INK f;"MO";AT 3,5; "
NP": BEEP .01,n*7+f: NEXT f: NEX
T n: PRINT AT 2,5; INK 0;" ";AT
3,5;" "; LET bomb=2
6810 IF y>2 AND y<8 AND x<5 THEN
LET ad=4: GO TO 9000
6820 LET td=SGN (4-d): LET a$=("
HI " AND td=-1)+(" ST " AND td=
1)
6830 GO SUB 7800
6835 BEEP .03,10
6840 IF d=4 THEN GO TO 6860
6850 GO TO 6830
6860 LET td=1: LET a$=" ST ": FO
R f=1 TO 10: PRINT AT 2,5;"B": B
EEP .1,10: PRINT AT 2,5; INVERSE
1;"B": BEEP .1,0: NEXT f
6870 PRINT AT 2,5;" ";AT 1,4;"B"
: PAUSE 20: PRINT AT 1,4; BRIGHT
1;"B": RETURN
7000 REM Move barrels
7010 BEEP .02,40: BEEP .01,0: PR
INT AT bx,by; PAPER 5;" "; LET b
x=bx+.5: LET by=by-1
7015 LET x=bx: LET y=by
7020 PRINT AT bx,by; PAPER 5; IN
K 2;"C"

```



```

7030 IF bx=21 THEN LET ad=5: GO
TO 9000
7040 RETURN
7500 REM House Fire
7505 IF AND>.4 THEN RETURN
7510 PRINT AT x,y; PAPER 8; INK
7;"B": LET po=INT (RND*6)+1
7520 INK 8: OVER 1: FOR f=0 TO 1
: PLOT c,b: DRAW a(po),a(po+6):
PRINT AT x,y;"B": IF SCREEN$ (x,
y)="" AND f=0 THEN LET ad=6: GO
TO 9000
7530 BEEP .005,60: NEXT f: OVER
0: INK 0: RETURN
7800 LET d=d+td: PRINT AT 0,d-1;
INK 2; PAPER 8;a$;AT 1,d-1;"LUK
L"
7801 IF d=29 AND ret=1 THEN LET
ad=7: GO TO 9000
7802 IF ret=1 THEN RETURN
7805 IF d=2 THEN LET td=1: LET a
$=" ST "
7807 IF d=3 AND dam=0 THEN LET a
d=8: GO TO 9000
7820 RETURN
9000 REM Deaded
9010 INVERSE 0: GO TO 9000+ad*50
9050 GO SUB 9600
9060 PRINT "Fine with me, but I
wouldn't try to swim with "; ("a b
omb under my shirt." AND bomb
=0)+("a girl in my hands." AND d
am=1)+(CHR$ 8+"out arm bands." A
ND bomb=1 AND dam=0)
9070 GO TO 9580
9100 GO SUB 9600
9110 PRINT "Oh, dear the car did
n't stop."
9120 GO TO 9580

```



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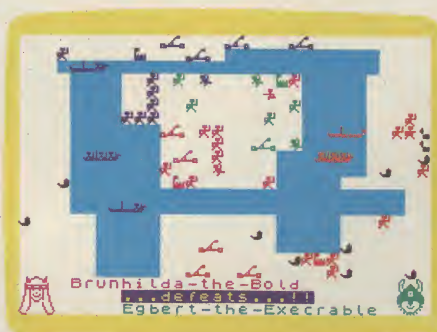
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```

9150 GO SUB 9600
9160 PRINT "BANG.The man in the
car shot you"
9170 GO TO 9580
9200 GO SUB 9600
9210 PRINT "The explosion from t
he house has stunned you."
9220 GO TO 9580
9250 GO SUB 9600: PRINT "Them ba
rrels just so happen to fall do
wn waterfalls when they are at
the top."
9260 GO TO 9580
9300 GO SUB 9600: PRINT "POP.Tha
t man in the house just shot yo
u."

```

```

9310 GO TO 9580
9350 GO SUB 9600: PRINT "The tra
in has crossed the state line an
d they have got away." GO TO 95
80

```

```

9400 GO SUB 9600: PRINT "All is
lost, your beautiful girl has bee
n squashed." GO TO 9580
9500 FOR j=1 TO 3: FOR f=1 TO 2:
FOR n=1 TO 10: BEEP .003,40: BE
EP .003,44: NEXT n: PAUSE 10: NE
XT f: PAUSE 20: NEXT j
9520 FOR f=31 TO d+2 STEP -1: BE
EP .3,20: PRINT INK 1; PAPER 6;A
T 1,f;"U": BEEP .3,15: PRINT INK
2; PAPER 6;AT 1,f;"L": NEXT f
9530 PRINT INK 1; PAPER 6;AT 1,f
+1;"U": INK 1; FLASH 1; PAPER 6;
AT 1,d+1;"B"
9540 FOR f=1 TO 20: NEXT f: PAPE
R 0: INK 7: BORDER 0: CLS
9550 PRINT "Well done the police
have the man in hand-cuffs."
9560 RESTORE 9570: FOR f=1 TO 9:
READ a,b: BEEP a/5,b: NEXT f
9570 DATA 3,0,1,2,1,4,2,5,2,7,2,
12,1,9,2,11,2,12
9580 PRINT "Another go ?

```

Yes

```

No"
9590 IF INKEY#="y" OR INKEY#="Y"
THEN GO TO 90
9595 IF INKEY#="n" OR INKEY#="N"
THEN PRINT "Ok. bud,see y' ro
und town." PAUSE 0: STOP
9597 GO TO 9590
9600 PRINT AT x,y; BRIGHT 1; FLA
SH 1; INK 8; PAPER 8;"B": FOR n=
1 TO 2: FOR f=60 TO 20 STEP -1:
BEEP .003,f: NEXT f: NEXT n: PAP
ER 0: INK 7: BORDER 0: CLS: RET
URN
9700 BRIGHT 0: INK 0: PAPER 7: B
ORDER 2: CLS: IF is=1 THEN GO T
O 9726
9701 PRINT "GANGSTER: Instructio
ns....."
9702 PRINT " This is gangster a
game where you take the role o
f hero who is desperate to save h
is girl from the 11 O'clock expr
ess."
9703 PRINT " Your arch enemy has
tied her to the railway track an
d he has stranded you on a li
ttle island."
9704 PRINT " Your only hope is t
o jump onto the barrels and floa
t down the river to another and
then onto the bank."
9705 PRINT " But beware if you m
iss a barrel you will be carried
down the river and over the w
ater fall."
9706 PRINT " After that you have
to find your way through som
e prickly bushes to the road."
9707 PRINT " Don't bump into the
bushes or you will have to was
te time picking out the thorn
s."
9708 GO SUB 9900
9709 PRINT "GANGSTER: Instructio
ns (cont)..."

```

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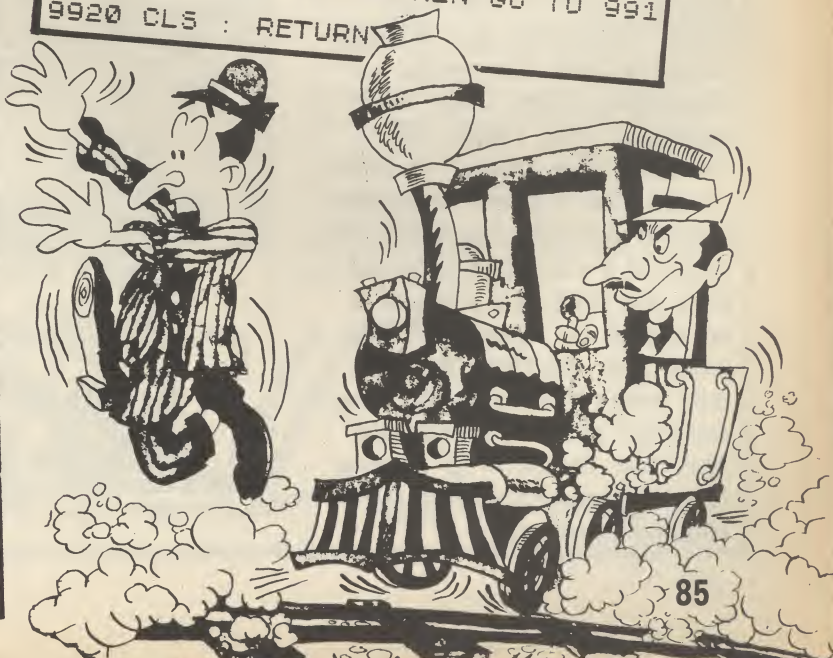
9710 PRINT " Crossing the road
can also have its problems.Two ca
rs go back and forth firing a
t you if you get in range.Don't
worry too much their a terrib
ble shot."
9711 PRINT " On the other side o
f the road is a little drive wa
y that you have to go up.Turn l
eft towards the house."
9712 PRINT " Go into the house a
nd plant the bomb that you had se
cretly hidden away under yo
ur shirt."
9713 PRINT " Now that your hands
are empty you can get your gir
l of the railway."
9714 PRINT " Try to get away qui
ckly as the man in the house sta
rts shooting at you and the house
could blow its top at any time
with that bomb in it."
9715 GO SUB 9900
9716 PRINT "GANGSTER: Instructio
ns (cont)..."
9717 PRINT "When the house blow
s the man there catches the t
rain and tries to get to the
far right of the screen to the s
tate boundary."
9718 PRINT " You must try to bea
t him there."
9719 PRINT " When you are there
go to the telephone and ring t
he police."
9720 PRINT " They will arrive an
d apprehend the man."
9721 PRINT "....."
The End.

```

```

9722 GO SUB 9900
9723 PRINT "GANGSTER: Controls..
9724 PRINT ".....5.....Le
ft.....5.....6.....
Down.....6.....7.....
.....Up.....7.....8.....
.....Right.....8....."
9725 GO SUB 9900
9726 PRINT "GANGSTER: Level..."
9727 PRINT "TAB 9;"Enter a l
evel ".....TAB 13;"(1-9)"
9728 INPUT PAPER 2; INK 0;TAB 15
: LINE a$
9729 IF LEN a$>1 OR a$<"1" OR a
$>"9" THEN GO TO 9728
9730 FOR n=1 TO 5: FOR f=0 TO 4:
IF a$=STR$ (n+f) THEN LET lev=n
+1: LET bti=20+f*5: GO TO 9750
9740 NEXT f: NEXT n
9745 STOP
9760 RETURN
9900 PRINT #1;TAB 8; FLASH 1;"Pr
ess any key."
9910 IF INKEY#="" THEN GO TO 991
0
9920 CLS: RETURN

```



GAME OF THE FIL

Pretty soon you won't be able to tell the difference between watching your favourite TV series and playing computer games.

Just about every software company in the country seems to be working on games based on TV programmes. One of the disturbing things about this rash of telly-games is that they all seem to be based on American TV shows. There's Dallas, Automan, The Fall Guy, M.A.S.H., Dukes of Hazard, and countless others.

Now don't get me wrong, I'm just as big a Dallas bore as the next man and I've got no intention of putting down American TV just because they were nasty to Zola Budd. But what I do want to know is what's wrong with our own programmes. After all, everyone agrees we have the best TV in the world — so why not give some of them the computer game treatment?

British TV companies are only slowly waking up to the possibilities offered by turning some of their most popular programmes into computer games.

I'm sure Hilda Ogden would look marvellous in pixels, Russell Grant could star (sorry!) in his own astrology game and just think what you could do with Crossroads. Suggestions on a postcard please to C&VG, Crossroads Competition, Priory Court, 30-32 Farringdon Lane, London EC1. There's a "The Champ" tee-shirt for the best printable suggestion.

Whilst pondering how happy you would be if you won a C&VG tee-shirt, you might find it useful to know what the other games are going to be about. It's not just telly games that are being converted either. It's books and films, too. The battle for licences is on! Eugene Lacey has been checking them out.



Terry and Arthur from Minder.

Elite Software have two TV games in the pipeline — *The Dukes of Hazard* involves Luke and Beau in a run-in with the sheriff over some illicit moonshine — needless to say there is plenty of racing around in the General Lee.

The Fall Guy will be out before the *Dukes of Hazard* and is expected to include some exciting stunts, just like the TV show which stars Six-Million Dollar Man, Lee Majors.

Bug Byte are particularly bullish about their new telly game — *Automan*. "Unlike some of the other games, ours is based on a computer theme — which will be of obvious appeal to our customers," said a spokesman.

The computerised man loves video games, and has a computerised car as well.

Details of the game are still being worked out but the computer game *Automan* will have many of the



The Benny Hill Television Show.

OF TH

abilities of his screen counterpart.

Quicksilver has also opted for a computer theme with their game based on Central TV's *Magic Micro Mission*. "The game is in two parts based on the opening sequence from the programme," chief Game Lord Mark Eyles told C&VG.

Mark believes that more and more games are going to be launched based on known characters and Quicksilver will be announcing more of their own in the next month.

Dallas has now been on sale for several weeks and gives you the chance to outsmart JR on your Commodore 64 or Atari.

In order to beat JR in this Adventure game, you have to team up with Sue Ellen and go prospecting for oil in the jungles of South America.

Soap operas are ideal for Adventure games as situations and characters can be accurately drawn with the combination of text and

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FILM

graphics for added realism.

Soap operas are also ideal from the manufacturer's point of view as the programmes are so well known and have such wide appeal.

So what about that *Coronation Street* game? We spoke to Granada Television who were quite adamant that NO *Coronation Street* game would be forthcoming. "We have had dozens of requests from people wanting to do games, and all sorts of other commercial spin-offs based on the Street but at the moment we have to say no — the position may change in two years time when we open the Street up to the public".

But if Granada say no, there are plenty of yesses beginning to come forward from several other British TV stations. Biggest scoop of all may well be DK'Tronics' deal with Thames Television to enable them to produce

a game based on *Minder*, the *Sweeney*, and *Benny Hill*.

The question is who will buy a computer game from Arthur Daley? Plenty of people, say DK's Roger Barnard "We have the rights to all Thames programmes and will be studying them closely to decide which will work best as computer games."

Thames has also licensed out their famous rodent — Dangermouse — who is now starring with his arch enemy — Silas Greenback — in an action packed episode featuring some particularly nasty killer Dangermouse clones.

Dangermouse's rodent rival — Roland the Rat Superstar — is determined not to be left out of the limelight and will appear in his own computer game to be launched by Ocean later this year.

Roland's game will appear in time for Christmas and is described as an arcade style Adventure game. It will be the first of a series of games starring the famous rodent.

Suitable TV programmes are being snapped up fairly swiftly — though there are a surprising number of titles still looking for homes. Anglia TV, who are famous for quiz shows like *Sale of the Century* and *Gambit*, say:

"If the right deal came along we would be interested."

When I phoned Channel 4 to find out about the possibility of a *Brookside* game, I was told: "If you wanted to make some money, you could suggest it to the programme's producer."

So telly games are what the software bosses have decided you want and telly games are what you are going to get over the next few months.

The thinking seems to be that there are too many games being launched, it is difficult to make a game that will appear to the customer to be different and stand out from the crowd. Answer — base the game on something which is already established in the customer's mind like a popular TV programme.

Of course, telly games are not the only licensed games to go on sale — there are book games like the *Hobbit*, *Pen In the Dark* and *Erik the Viking* and the Marvel comics games based on the Hulk, and Spider-Man.

But licensed games are no guarantee of success as a number of companies have already found out to their cost. When Atari bought the rights to *E.T.* and *Raiders of the Lost Ark* from Stephen Spielberg for an estimated \$30 million, the games, *E.T.* in particular, fell way below expected sales levels.

This failure has not discouraged Atari from producing film-games. They plan to launch *Gremlins* — another Spielberg movie about some not so cute creatures.

Thorn EMI also drew a blank with their *Computer War Game* — based on the successful film — *War Games*.

Not all the film games have flopped, though. Parker Brothers' *Star Wars* series for the Atari VCS and soon to be on the Spectrum is thought to have sold well, as has Mattel's *Tron* game.

The trade in licences is now so brisk that a number of agencies have sprung up offering deals on certain characters.

One such organisation is Yaffe Character Licensing, who handle a number of the famous newspaper comic strip characters like *Hagar the Horrible* and *The Perishers*.

"Our characters are seen by literally millions of people all over the world and would convert nicely to computer games" said a spokesperson.

So whether it is books, TV, or cartoon strips you are into, all three will be possible on your computer in the next few months.

THE BOOK.....



A scene from War Games.

THE TV SERIES.....

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Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rocking-horse flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your White Knights!

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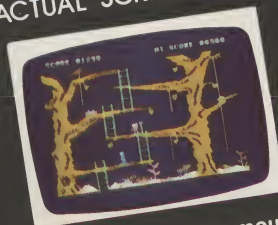
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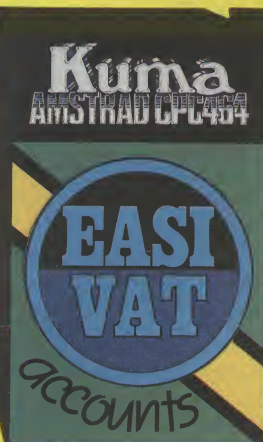
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NEW MICRO GUIDE

PART 1

Thinking of buying a micro for Christmas? Or have you been promised one?

So many new computers have been launched this year that we decided to ask Bug Hunter to delve into them and find the best one.

What makes a good micro? Is it the machine itself or the software which comes with it? What do those strange technical words mean that you find in some brochures?

In a break from presenting his normal wallchart, Bug Hunter presents the first half of an in-depth look at 1984's new micro launches.

The wallchart will be back in February.

MSX

The best thing about the micro industry is that every company is always trying to bring out what they believe is the best computer.

Some will write clever versions of Basic, some include built-in printers or cassette recorders. Some offer superb resolution graphics and vast amounts of memory.

The problem with all this is that if you change your micro you'll have to learn a new version of Basic. And all that software which you've bought over the years won't load into your new machine.

The way round this is to design a standard for a computer and let all the manufacturers make their own micros which all conform to this standard. This is MSX.

MSX stands for Microsoft Extended Basic which is the language used by each machine. The idea is that any hardware or software written for an MSX machine will run on any other. So any cassettes or cartridges will be interchangeable.

Manufacturers will be free to add their own special features if they wish, to make people buy their machine as opposed to any other. But the minimum standard is this.

The CPU is a Z80 with 322k of ROM holding the MSX system and the special Basic language. Each machine must have a minimum of 8k RAM though most in this country will have 32k.

There's a ROM cartridge for software. Alternatively, you can get programs on cassette or disc. Graphics resolution is 256 x 192, which is the same as the Spectrum. Text is 40 characters and 24 lines

which is the same as a BBC in mode 7.

The other similarity to the Beeb is the sound generator. There are three voices to choose from so you can play chords. There's also a fourth voice for percussion and noise effects.

A cassette interface is fitted, but a disc interface will cost extra. Joysticks are standard Atari types. Other extras are a circuit card to produce an 80 column display. An RS232 interface will also be made, as will disc and printer interfaces.

The first MSX micro to hit Britain is the Spectravideo, but the rest are from Japan. The first batch will include Sony, Canon, Hitachi, JVC, Mitsubishi, Sanyo, Teleton and Toshiba.

Toshiba's entry in the MSX race is known as the HX-10. This has a full 64k of RAM and will sell for £279.95.



The Sinclair QL personal computer

ENTERPRISE

There's been a lot of new micros launched since last Christmas, when we gave you the definitive guide to the best micros for gaming.

One of the most interesting facts is that the Elan, announced just before our last guide was printed, is still not yet widely available.

Back in the days when it was called the Elan, the claims were impressive. But the model on show at the 1983 PCW show was only a case and a keyboard — the amazing graphics displays were being done by a much larger computer connected to the TV which everyone thought was linked to the Elan.

Renamed the Enterprise, the machine isn't as unique as when it was first announced.

The machine is based round a Z80 chip — the same as the Spectrum and the Amstrad. It has 64k memory as

standard, although the Enterprise 128 has twice that amount.

The actual machine with its keyboard looks more like an ink stain than a micro. It's not round but it's not square, either. At the front of this odd shape is a small joystick, although there are two connectors on the back for some normal sticks.

There are two special chips which have been designed just for the Enterprise. Instead of calling them by long, technical names they are known as Nick and Dave! Nick takes care of the video side which leaves Dave free to manage the sound. The brochure says that the Enterprise is the first micro to have stereo sound, which may have been true last year

but, with the launch of the Amstrad, isn't any more.

The Enterprise will connect straight to a normal TV or a colour monitor. Maximum text display is 50 lines across 84 characters but this resolution will be unreadable on a normal television.

Graphics resolution goes up to 672 x 512 pixels which really is high. Let's hope that software will be produced which can exploit these characteristics.

If you like writing your own programs, the Enterprise has a good Basic with lots of useful structured programming commands.

But if you'd rather use it for more serious purposes, there's also a built-in word processor.

You can choose from a set of 256 colours and you can even have every colour on screen at the same time!

A computer without software is as

useful as a piano without any sheet music. You either have to write your own or do without. There's very little software around for the Enterprise at present, but this may change as the software companies start to write for it.

The only software mentioned in the Enterprise's advertising at the moment is a Tarzan-like game called *Jungle Jim* and a shoot-up called *Space Convoy*.

The machine is very expandable. There's parallel, serial and network interfaces built in, which means that you can link up to disc drives, printers and modems as they are announced. The machine includes a ROM cartridge connector.

AMSTRAD

If you buy a micro, then you'll usually need a spare TV and cassette recorder to use with it. It's not easy trying to interrupt the family's weekly dose of *Juliet Bravo* by pleading that you need the TV to play *Electro Freddy*!

One way of keeping the peace is to buy the Amstrad micro. For £229 you get a green screen monitor and built-in cassette recorder as well as the micro itself.

For another £100, you can get the colour model which features the same micro but with a colour monitor.

If you have just the green screen and want to take advantage of the colour display which the micro can produce, a separate modulator is available for around £40 which lets you plug your Amstrad into a normal colour TV. The reason why this part is so expensive is that the power supply for the computer comes from the monitor. So, if you're not going to use an Amstrad monitor you'll need a power supply combined with the modulator which is what you get.

The Amstrad CPC464 is Z80 based and has 64k of RAM. It features a good quality keyboard and the Basic has a choice of 27 colours.

There are three different screen modes. When you turn on the machine it's set to mode one which gives the same text display as the Commodore machines — that's 25 lines of 40 characters. Mode 0 gives just 20 characters on each line while mode two gives 80, as used for word processors. If you're using the TV modulator, though, you probably won't be able to read an 80 column display very well.

From the choice of 27 colours, the number you can have on screen at a time depends on which screen mode you're using. Having more characters on the screen means that more of the micro's memory is used up and you won't be able to have as many colours. If you'd rather use that area of memory to hold colours instead of



Toshiba's MSX home computer

text, then you can have up to 16 colours on screen at once, but only 20 characters per line.

Graphics resolution ranges from 200 x 160 in mode 0 to 200 x 640 in mode two. In between, mode one gives 200 x 320.

The Amstrad has the same sound chip as the BBC micro and is capable of some good sound effects. There's a volume control on the side of the machine which is useful. A connector on the back allows you to play the sound, in stereo, through a hi fi.

Disc drives and printers are now available. A 3" disc drive complete with CP/M software to control it will add only £149 to the cost of the micro.

The DMP-1 is a dot matrix printer. Also available is the custom Amstrad joystick. The machine only has one joystick connector. If you want to use two, then the second one plugs into the first. To manage this clever feat, you'll need an official Amstrad joystick with a built in connector. But for a single controller, like most games use, any standard Atari/Commodore stick will do.

Software is already being produced for the Amstrad and some of it really is good.

Most large software houses are rewriting versions of their top games for the micro and some new classics will certainly be launched for the Christmas market.

THE SINCLAIR QL

When it's finished, the Sinclair QL will be one of the best micros around. Its heart is the new 68008 CPU and it's the first machine to use it.

For £399 you get the micro itself which has a whopping 128k of RAM and 48k of ROM, most of which sticks out the back if you have an early version of the machine.

The QL is the only home micro which doesn't have a cassette interface fitted which means that you can't store programs on cassette. Instead, the machine makes full use of Sinclair's new microdrives. The QL has two drives built in.

The high resolution graphics display means that 32k is used just to store the contents of the screen, leaving 96k available for programming. A microdrive cartridge will store around 100k so, if you have a long program and lots of data, you'll only be able to fit one copy of it on a cartridge.

The QL uses yet another new Sinclair version of Basic, this time named SuperBasic.

There are lots of commands and programming is quite easy even if the machine doesn't run as fast as it should.

You can program the QL in machine code and there are a few books to show you how. But be warned that machine code in general is not easy and 68008 machine code is probably not the best place to start.

There aren't many games around yet for this machine, mainly because Sinclair kept redesigning the ROM and the software houses dared not release any software in case it wouldn't work with newer QLs!

All that I've seen so far is a 3D chess program with some marvellous graphics, and a couple of Adventures from Talent Computer Systems. I'm sure that much more will follow, though.

**Turn the page to
crack the code of
computerspeak.**

ZOOMSOFT

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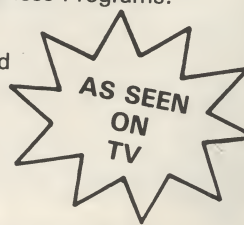
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PERSONAL CALLERS WELCOME

If you're looking for a micro, then you probably have a whole heap of brochures which you've picked up at various shows and computer stores.

In among all those bold advertising claims and clever headlines, you'll usually find a panel of technical specifications. The brochure may say that it's only worth reading if you're an experienced user and you know all the right terms. Don't you believe them.

Those few paragraphs will tell you more about the machine than the rest of the glossy brochure, so don't be put off by all those clever sounding words. This, in plain English, is what they mean...

COMING NEXT MONTH...

Everything you wanted to know about Commodore's two new micros, the 16 and the Plus 4.

All this and how to find your ideal micro.

Sound

Sound effects during games can only be as good as the machine is capable of producing.

Some micros have more than one voice which means that they can make more than one sound at the same time. This is just like the difference between a trumpet and a piano. The number of different notes which can be made is often measured in octaves. One octave is eight notes.

Text Resolution

Resolution means splitting something into its separate parts. Text resolution is how many letters of numbers you can get on one line on the screen.

Some micros have different screen modes which means that you can have a choice of 20, 40, 64 or 80 characters per line.

The higher the resolution, the more characters and the smaller they are which makes them harder to read unless you have a good monitor or an exceptional TV. But word processing programs will need at least 80 characters to give a realistic display.

Graphics Resolution

You hear a lot about hi-res at the moment. This is short for high resolution graphics and refers to the number of dots over which you can have individual control.

On some micros the graphics resolution is 672 x 512 which means that there is a total of 344064 dots on the screen which go to make up the display.

The higher the resolution, the better the graphics you can produce. But the machine needs somewhere to store all those dots so that it knows which are set to black and which are set to white. This will take up various amounts of the micro's memory. Your computer needs somewhere to store your program as you type it in.

Memory

You've probably noticed that, if you turn off the computer, the program you were typing in will have disappeared when you turn the machine back on.

This is because your program is held in RAM. This stands for Random Access Memory and it's where all the program and its variables are stored.

Each time you add a new line to the program, you are changing the contents of the RAM so it needs to be able to cope with this constant changing.

When you turn on a micro, you get a message on the screen and you are now ready to program in Basic. But surely that message can't be held in RAM otherwise it would be lost each time you turn off the machine? And how does the computer know how to run the Basic language for you to write your programs?

There's obviously another type of memory which stays the same even if you turn off your computer. This is called ROM and stands for Read Only Memory. This means that you can read it (see what's inside) but you can't write to it (alter it). Its contents are fixed into a chip when the computer is built and they cannot be altered.

Expansion

Expanding your micro means adding disc drives, printers, modems, extra memory and the like. Some computers will have sockets which you can plug a disc drive or printer straight into. Some will need expensive interfaces to convert the computer so that it can cope with the new device.

Basic

This is the language in which most home micros are programmed.

You'll get a manual with your machine which explains a little about the features of that particular version of Basic.

You can also program in machine code which, although harder to write, will produce programs with a more professional appearance.



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THE LAST STARFIGHTER

Greetings earthlings! I have travelled far across the universe to bring you the story of *The Last Starfighter* — the only member of your race to join the elite squadron of space aces from the planet Rylos. We of the planet Rylos thought you should know of his triumph. That is why I have braved the dangers of space to bring you this report and videogram which tells the tale of *The Last Starfighter*.



Scenes from the movie, *The Last Starfighter*, showing Alex as a member of the elite Starfighter squadron and his co-pilot Grig.

THE GRAPHICS



Earthlings everywhere will be stunned by the incredible computer generated graphics featured in *The Last Starfighter*. For the first time the magic of space has been recreated by computer graphics simulation — and not with lots of Airfix models!

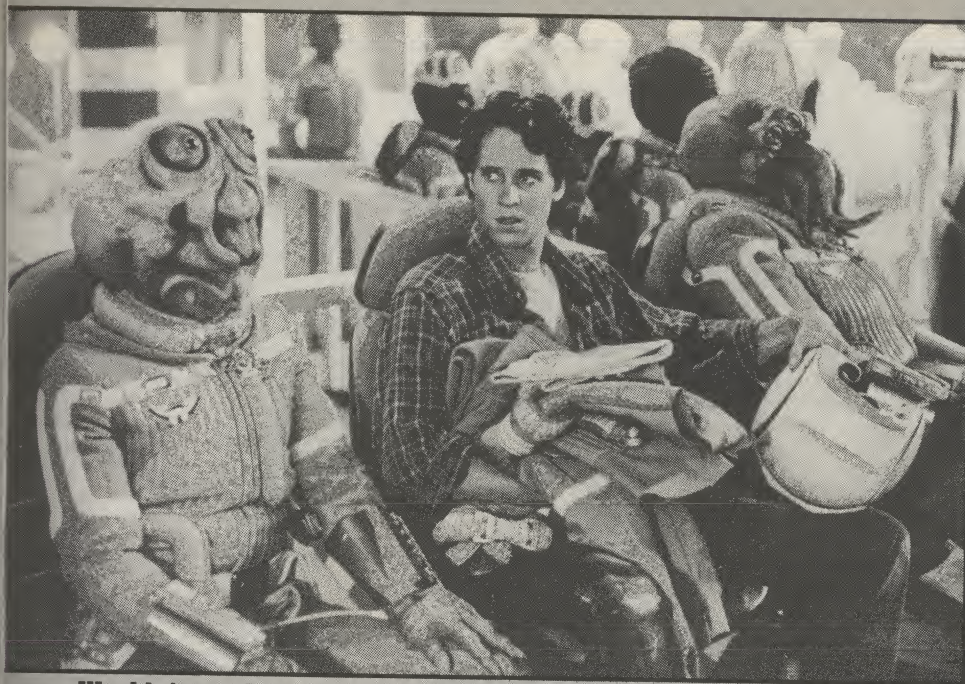
Around 21 minutes of the film features graphics produced by Digital Productions of Los Angeles — the people who also brought you the animated sequences in Walt Disney's *Tron*.

The Last Starfighter called on Digital Productions to produce 230 individual scenes — including the stunning Gun Star sequences and the amazing massed starships of the Ko-Dan armada.

Another computer generated scene, Centauri's sky-car blasting away from earth — featured on our front cover this month — was also created by Digital's super computer using a process called Digital Scene Simulation. Americans have a way with words don't they!

You can see more examples of the special effects on this page — and watch this space for a feature on Digital Productions.





Wouldn't you be nervous sitting next to that?

Imagine. One minute you are playing your favourite video game — the next you find yourself kitted out in space gear flying off to do battle with a bunch of evil smelling aliens!

Neat eh? It must be every vidiot's ultimate fantasy. To actually find yourself in control of a hi-tech space fighter in the thick of an alien battle fleet. The lone survivor fighting for the future of the universe against enormous odds — and still getting home in time for tea.

That dream has been brought to life in the latest science-fantasy movie to hit the silver screen. It's called *The Last Starfighter*.

As well as being great entertainment *Starfighter* features some of the most stunning "state of the art" computer animation sequences yet seen on film. But more of that later — first on with the plot.

Alex Rogan is a young American with big ideas. He wants to escape his home and family, who live in a small trailer-park somewhere in the middle-of-nowhere, USA, and DO something with his life!

At the start of the film escape is the main thing on Alex's mind — that and his attractive girlfriend Maggie.

Things get tough for Alex when first his mother demands that he stay and help her around the trailer park instead of going off on a picnic with Maggie and a bunch of friends. Alex suffers another disappointment when the local bank says he can't have the loan which would have taken him away to college.

So, after he's finished his chores, Alex seeks a bit of enjoyment by playing the park's *Starfighter* video machine. And, as in all good fairytales, he breaks all previous records

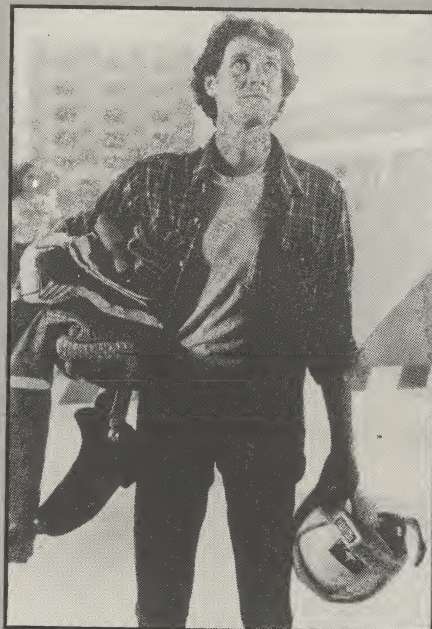
scored on the machine. All the residents of the park gather round to watch him beat the machine and cheer him on. Just like *C&VG's* arcade championships really!

Alex cheers up a bit after this — only to hear Maggie say that she doesn't think she'll be able to leave the park with him if and when he goes. Oh, well, that's life, I guess.

Later that night Alex is prowling around the park when a very strange car pulls up at the entrance to the park. The driver introduces himself as Centauri, the inventor of the *Starfighter* machine — and he's looking for the person who broke the record on his machine. Surprise, surprise!

Disobeying all those warnings about getting into futuristic looking cars with strange men, Alex climbs

Alex Rogan, the hero of the film.



into the car and soon finds himself zapping along the highway at 300 mph!

Alex is more than a little concerned when the car suddenly transforms itself into a flying machine and blasts off through the atmosphere — leaving the trailer park and Earth far behind. Well, he wanted to escape didn't he?

Soon Alex finds himself on the planet Rylos, where he finds out that his talent on the arcade machine has qualified him for a place among the elite *Starfighter* squadron — who at that very moment are about to set off on a do or die mission against the evil Zandozans who have a huge battle fleet poised to strike at Rylos.

Now this is where Alex starts to have second thoughts. And somewhat ungratefully decides he wants to go home. Centauri isn't pleased. But as Earth isn't yet part of the Star League, the video-inventor is persuaded to take Alex back.

Meanwhile . . . back at the trailer park. Centauri has arranged for a nice Beta unit — better known to earthlings as an android — to replace Alex. He looks the same — but isn't quite sure how to behave as an earth-being, and has a lot of trouble with Maggie when she starts becoming affectionate one night under the stars. Stupid robot!

Meanwhile . . . back on Rylos. The evil Zandozans, led by Xur, a refugee from the *Dr Who* special effects department, have mounted an attack on the *Starfighter* base — wiping out all the top space aces in one blow! Alex is the only one left. And the Zandozans want his blood.

An evil smelling "hit-beast" is sent to earth to get Alex — who has just returned to find that he has been replaced by a Beta unit. The "hit-beast" attacks and Centauri is wounded. All this persuades earth-Alex that he should get back up there and blast a few of these horrible creatures, leaving android-Alex to look after Maggie.

Centauri just makes it back to Rylos before moving on to another dimension, and Alex is left in the care of a lizard-like alien called Grig. Together they take one of the last Gun Stars, a sophisticated spacefighter, and set off to stop the Zandozan invasion.

"I've always wanted to fight a battle against incredible odds," says Grig enthusiastically as they streak toward the Ko-Dan armada. He gets his wish — and we get a great movie!

The Last Starfighter is an entertaining and highly amusing film, packed with great special effects. It opens in London on December 12th — and goes on general release around the country shortly afterwards. Don't miss it!



Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

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Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

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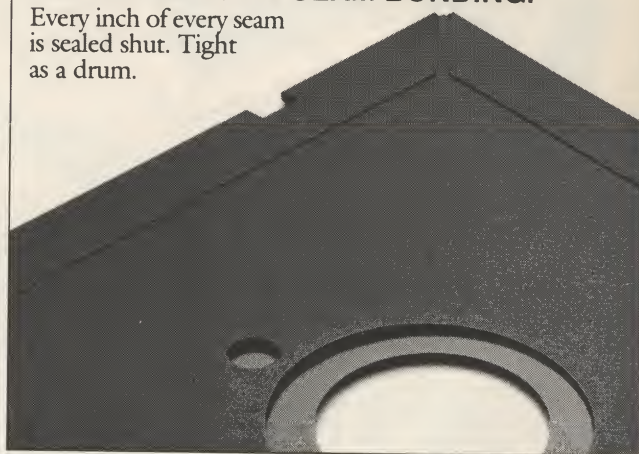
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DAILY Mirror

COMPUTER & VIDEO GAMES

Top 30 SOFTWARE



THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE	PUBLISHER	Computer	(Also Available on)							
						SPECTRUM	VIC 20	COMMODORE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC
1	1	4	DALEY THOMPSON'S DECATHLON	OCEAN	SPECTRUM	●		●					
2	2	2	ELITE	ACORNSOFT	BBC								●
3	2	5	DALEY THOMPSON'S DECATHLON	OCEAN	COMMODORE 64	●		●					
4	4	2	BEACH-HEAD ACCESS/U.S. GOLD		SPECTRUM	●		●					
5	7	4	MONTY MOLE GREMLIN GRAPHICS		SPECTRUM	●		●					
6	6	16	JET SET WILLY SOFTWARE PROJECTS		SPECTRUM	●		●					
7	5	2	SHERLOCK HOLMES MELBOURNE HOUSE		SPECTRUM	●		●					
★8		1	JET SET WILLY SOFTWARE PROJECTS		COMMODORE 64	●		●					
9	8	8	FULL THROTTLE MICROMEGA		SPECTRUM	●							
10	20	3	FRANK N. STEIN P.S.S.		SPECTRUM	●							
11	17	2	CHILLER MASTRODROMIC		COMMODORE 64	●							

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9	8	8	FULL THROTTLE MICROMEGA	SPECTRUM	COMMODORE 64
10	20	3	FRANK N. STEIN P.S.S.	SPECTRUM	
11	17	2	CHILLER MASTERTRONIC	COMMODORE 64	
12	15	2	KOKOTONI WILF ELITE	SPECTRUM	
13	27	10	BEACH-HEAD ACCESS/U.S. GOLD	COMMODORE 64	
★14		1	DARK STAR DESIGN DESIGN	SPECTRUM	
15	12	10	LORDS OF MIDNIGHT BEYOND	SPECTRUM	
16	13	10	SABRE WOLF ULTIMATE	SPECTRUM	
★17		1	HUNTERKILLER PROTEK	SPECTRUM	
18	21	9	TORNADO LOW LEVEL VORTEX	SPECTRUM	
★19		1	ZAXXON ACCESS/U.S. GOLD	COMMODORE 64	
20	11	3	DEATH STAR INTERCEPTOR SYSTEM 3	COMMODORE 64	
★21		1	QUO VADIS THE EDGE	COMMODORE 64	
22	23	2	CHESS PSION	SPECTRUM	
★23		1	DANGER MOUSE CREATIVE SPARKS	SPECTRUM	
24	16	2	CHEQUERED FLAG PSION	SPECTRUM	
★25		1	ALCATRAZ HARRY MASTERTRONIC	SPECTRUM	
★26		1	FALCON PATROL II VIRGIN	COMMODORE 64	
★27		1	HECTIC MASTERTRONIC	VIC 20	
28	19	4	MONTY MOLE GREMLIN GRAPHICS	COMMODORE 64	
★29		1	INTERNATIONAL SOCCER COMMODORE	COMMODORE 64	
★30		1	ARABIAN NIGHTS INTERCEPTOR MICROS	COMMODORE 64	

★NEW

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LARRY JONES

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Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.

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Doomdark's Revenge

Part 1

PART 1: TO THE FROZEN GATES

CHARACTERS:

Luxor the Moonprince — a brave and mighty Lord of the Free, worth 50 men in any battle. His Moonring gives off a warmth which stirs the heart of true warriors but creates confusion among those of evil intent.

Tarithel the Dreamer — the daughter of the Lord of Dreams. A member of the elfish Fey race and able to blend in with most natural landscapes, particularly at home among woods and forests.

Rorthron the Wise — a member of the ancient ruling race of knowledgeable and magical men whose towers dot the landscape of the Land of Midnight.

1,000 Riders of the Free — brave warriors who have already followed Luxor into battle against the dread Doomguard of Doomdark, former Witchking of Midnight.

THE QUEST:

Luxor's son Morkin has been spirited away to the lands above Midnight. This land is known as Icemark and can only be reached by the Frozen Gates which have been closed for millenia.

The ultimate quest is to push through to Icemark and rescue Morkin from the clutches of Shareth the Heartstealer.

In Part 1 you must attempt to bring Luxor and his 1,000 riders and Tarithel the Dreamer together and then to follow Rorthron's path to the Frozen Gates.

THE LAND OF MIDNIGHT:

The quest takes place in the Land of Midnight after the defeat of Doomdark the Witchking at the battle of Ushgarak. Although Doomdark is defeated it is still a treacherous land, with ravaging packs of wolves, the evil little Skulkrin warriors, dragons and ice trolls. Its mountain ranges are forbidding, its lakes deep and forests tangled. And the land is full of ancient and mysterious monoliths, henges, caverns and ruins.

Fighting Fantasy is the name given to a new kind of book which allows you to take over the role of hero or heroine.

Big in the best-seller charts, these books give you the situation and some possible solutions and then ask you to choose what the hero does next. Then you turn to the appropriate number and find out the consequences of your action.

For this issue and the next two months, *C&VG* will be presenting a Fighting Fantasy style trilogy. It is based on Beyond Software's chart-topping *Lords of Midnight* trilogy.

Part one of the Fighting Fantasy is called *To the Frozen Gates*. It takes up the story from the killing of Doomdark the Witchking at the Citadel of Ushgarak and unfolds the circumstances which lead to the second title in the trilogy, *Doomdark's Revenge*.

The story has been written by Beyond's Clive Bailey — who has written the adventure story novel *Terrors Out of Time*, published by Methuen — and former *C&VG* editor Terry Pratt.

At the end of part three we will ask you three questions relating to the novel's games. The first question is at the end of this story. Note your answer down to enter in the third issue.

THE RULES

In this adventure you take command of Luxor, the Moonprince and his command of 1000 cavalry — brave warriors of the Free. You must think like Luxor and take his part in the battles to come. To play "To The Ice Gates" you will need one six-sided die, a pencil and an eraser. You should also familiarise yourself with these simple rules: —

BATTLES

The route across Midnight is perilous. If you are obliged to fight a single combat with Luxor or a mass action with his cavalry command, roll the dice against the SKILL factor. If the number rolled is equal to or less than the SKILL factor, the attack is successful. If the number rolled is greater than the SKILL factor, the attack fails.

DAMAGE

If an attack is successful, the attacker inflicts damage upon the opponent's STAMINA. In general one point of Stamina or 10 men will be lost. However, certain characters, like Luxor, are armed with fearsome weapons which destroy more than one point of STAMINA on a successful attack. When a character's STAMINA points fall to zero, he dies. When a group of soldiers lose their last 10 men, all are slain.

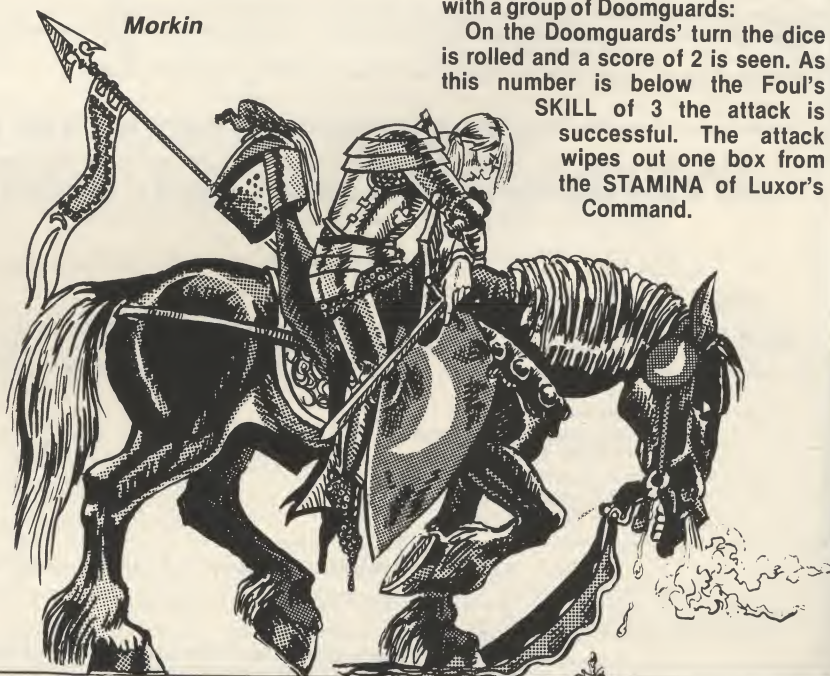
EXAMPLE

Luxor the Moonprince battles with Halberg the Foul:

On Luxor's turn the die is rolled and a score of 3 is seen. As this is below Luxor's SKILL of 4 the attack is successful. Moonsliver, Luxor's sword, slices 2 points from Halberg's STAMINA.

Luxor's Cavalry command battles with a group of Doomguards:

On the Doomguards' turn the dice is rolled and a score of 2 is seen. As this number is below the Foul's SKILL of 3 the attack is successful. The attack wipes out one box from the STAMINA of Luxor's Command.



PROVISIONS

During the adventure Luxor may be presented with food by grateful subjects. Record these gifts by ticking one or more of the PROVISION boxes on the PLAYER CHART.

GETTING STARTED

To begin "To The Ice Gates" turn to entry one and follow the instructions.

SCORING

To score the game give yourself 10 points for every surviving point of stamina Luxor has. Take two points off for every group of 10 warriors which were lost en route and add 15 points for every treasure you have with you when you meet Rorthron (including the Moonring).

Obviously in these games it is all too easy to sneak a look elsewhere and take advantage of inside knowledge. We hope you'll do the decent thing and play through and see what kind of score you get. Should you come up against the dreaded, "The quest is over" message we'll let you start again. As a scoring chart we offer the following:-

140+ amazing. 120-140 excellent. 100-120 good. 80-100 average. 60-80 could be better. Under 60 — don't call us!

Finally, on the third part of the fighting fantasy we'll ask you to choose between three questions on each part of the quest. This issue Rorthron asks you the question.

1) You, Moonprince of misused Midnight, are beset by anxieties. Only a few moons have passed since you rid Midnight of its foul ruler, the Witchking Doomdark, who had turned the land to perpetual winter.

Just yestereve you were reunited, amid joyous celebration, with your brave son Morkin, who had announced his intention to marry Tarithel, enchanting daughter of the Lords of Dreams.

The Forest of Dreams had rung with the clamour of jubilation. The many Lords and warriors, homeward bound after the triumph over Doomdark in Ushgarak, had made merry and the people of Midnight had realised their newfound freedom from tyranny, possibly for the first time. That was yesterday.

Then, last night, a great and fell storm had come upon the forest, rending the trees with its flashing lightning, lashing the Citadel of Dreams with its deluge and turning pleasant smalltalk into uneasy rumour. You awoke from a slumber filled with dark dreams in which your old friend Rorthron the Wise had appeared and bid you hurry north for some new danger threatened Midnight. While you pondered on how real and urgent the visitation had seemed, word was brought to you that Morkin had disappeared in the night and that his

PLAYER CHART

LUXOR THE MOONPRINCE

SKILL: 4 STAMINA: 12 ()

MOONSLIVER THE SWORD CAUSES 2 POINTS OF DAMAGE TO AN OPPONENT'S STAMINA

PROVISIONS

() () () () () ()

POSSESSIONS

THE MOONRING ☐ YES ☐ NO

1.
2.
3.
4.
5.
6.

LUXOR'S CAVALRY COMMAND

SKILL: 4

CAUSES 1 BOX OF DAMAGE PER TURN

STAMINA

10	10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10	10
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bride-to-be, Tarithel, was spotted mounting her horse and riding off into the aftermath of the storm first thing that morning.

Gathering 1,000 of your most brave and gallant warriors you decide to ride out in search of Morkin, believing that his disappearance holds the key to this new malaise which seems suddenly to have come upon Midnight.

● Go to 36

2) With obvious ill-humour the messenger, still listening to the rantings of your reluctant host above.



After several hours the crash of thunder subsides and the rain lessens. You urge your captains outside to get the men remounted and back on the quest. But, at a roll-call outside, it quickly becomes obvious that several have entered caves and not reappeared. You have lost 20 men from Luxor's cavalry command.

● Do you now follow the path on towards the village? Go to 15
● Or head back the way you came? Go to 37

3) He slits your throat. The quest is over.

4) The lake spreads out before you.
● Do you cross at a gallop, all at once? Go to 43
● Do you dismount and lead the horses? Go to 9

5) You ride on next morning towards the great frosted mountains. Crossing your path, through some hillocks, you see a huge man with a great helm and a frosted beard. He rides a mighty sledge through the covering of ersh and this is drawn by two huge white bears.

● Do you hail him to talk? Go to 31
● Do you ignore him and ride on? Go to 24

6) You pass by beneath the rocks unharmed, except that a drip of some foul-smelling blood falls upon you from above.

● Go to 33

7) A foul stench fills the tent as the casket creeps open. Inside is a pulp, recognisable as your old adversary only by the helm he wore when you felled him and that black cloak.

Beside the corpse lies a crystal ball.

● Do you take it? Go to 13
● Or leave it and burn the casket? Go to 35

8) Arriving at the White Fang, you are hailed by Rorthron who waits at the base of the mountain.

"I have grave tidings. Morkin has been spirited away into the Land of Icemark to the north. He is the prisoner of Shareth, Doomdark's daughter, and I fear for him. To rescue him we must go through the legendary Frozen Gates — but first I need to find a spell to open them. Something will come to me, I'm sure."

"I have something for you," grins Rorthron. "A friend of mine told me you had lost it." He drops the Moonring into your hands.

● Go to 50

9) The ice holds and you are safely across. You are cheered loudly by the troops who vow they will follow you anywhere. But you have paid a price — during the crossing you lost the Moonring from your finger.

● Go to 38

10) The company passes by unharmed and then a voice grates from above. "Moonprince." "Who hails me?" you reply. "Never ask questions in a mountain pass, Moonprince. Time is not on your side and neither are the mountains. Indeed I am more foe than friend and I am your only friend here."

Still there is no sign of a body behind the voice. Shouting your thanks you move on. Suddenly something falls down from above, tinkling against the rocks on the way. One of your men brings up the Moonring. "This fell from above Sir."

● Go to 33

11) The ledge leads you on towards a distant rope bridge hanging over the gorge. When you get there you note that the bridge seems in surprisingly good repair which is as well for the gorge yawns deep and wide. On the far side another path can be seen disappearing off to the north east. On this side of the gorge the ledge widens to accommodate a few scant holly bushes before continuing on.

● Do you avoid the bridge and continue on this side of the gorge? Go to 26

● Do you decide to cross the bridge as promptly as possible? Go to 39

12) Seeing Ushgarak caught in the sunlight reminds you of how you last left it. After the battle outside the Citadel. When the Lords Mitharg, Shimeril and Xajorkith with 3,000 riders and 2,500 warriors attacked alongside you from the south. With Farflame the Dragonlord, Rorthron and the Lords of Gard and Gloom racing in from the west with 4,000 men. And brave Corleth and his Fey compatriots, Thrall, Dregim and the Whispers coming from the East, with the bright Lord of Dreams in his silver armour following in their rear. Ushgarak had been breached and the Free rampaged through its dank passages.

And as Doomdark himself had hurled a cold mist around the ramparts and struck new fear into their hearts and raised the spirits of his own troops, then suddenly he had clutched at his heart in full view of all, as in far-off Mirron, Morkin had cast the Ice-Crown into the depths of the Lake destroying it forever beneath enchanted waters. Now here was deserted Ushgarak, bathed in rare sunlight and the memories come flooding back.

● Go to 19

13) A cloud of fine mist billows from

the corpse's nostrils. It freezes your hand where it touches it, but still you grab the crystal and haul it away. The corpse is suddenly animated and attacks you with a poison-tipped sword.

The creature has a high skill of 5, but it is barely flesh and bone and has a low stamina of 3. The poisoned sword causes 2 points of damage. The corpse of Doomdark strikes first and will fight until it is slain. If you are killed the quest ends here.

If you win you have the crystal ball and burn the tent, corpse, coffin and all. (Note the crystal ball on your player chart).

● Go to 46

14) Waiting until nightfall, you order your men to dismount and approach the village. Your scouts have already indicated that the Doomguard are not numerous and most seem to be the worse for drink pillaged from the village. They are also careless and have not mounted any kind of guard. Your men rush in taking the Doomguard warriors by surprise. Many are even without their weapons and resistance is scant.

● Turn to 21



Rorthron the Wise

15) You ride on and see a small and quiet village set on the edge of the forest. The rain is pelting down on the village square and the houses and village hall look inviting.

● Do you enter the village and proclaim yourself to the elders, requesting shelter? Go to 22

● Will you ride around the village and brave the storm? Go to 42

16) The next day brings you to a frozen lake, stretching out on either side of you for as far as the eye can see.

● Do you go around the lake because the ice looks unreliable? Go to 44

● Do you decide to go straight across? Go to 4

17) The boulder rolls out across the bridge which promptly collapses, leaving its moorings on this side of

the gorge to crash against the other. The boulder itself plummets to the bottom of the gorge where fell creatures rush out from concealment to investigate its noisy appearance.

● You congratulate yourself and go on. Go to 26

18) Clenching the sword tightly, you approach the back of the cave. It is dark here and the rustling noise comes again. Looking down into the gloom around your feet, you see a huge rat staring up at you from the body of a man. The man was obviously the Ice Troll's last meal and is two weeks beyond saving. Then behind him you notice a strangely carved head. It glows slightly in the gloom and, as you raise it up, the cares of the quest fall from your shoulders and you feel ready to take on Doomdark once again — were he still alive. Rejuvenated and pocketing the peculiar power-head, you emerge into the sunlight and the cheers of your men. (Note that you have the power-head on your player chart).

● Go to 26

19) Following on to the north and dipping into a valley, a camp is laid before you. The tents are black and sport the cold eye and red hand of Doomdark's emblem.

● Will you skirt the camp? Go to 35

● Or will you order the charge down into the Foul remnants? Go to 41

20) Do you have the Moonring? If so go to 49.

● If not go to 8.

21) Back in their village, the elder takes you down into a hidden passage beneath their main hall. Here are stored most of the village's provisions, undiscovered by the raiders. Your warriors are well fed for their trouble and bedded down for the night. Tick 3 provisions on your player chart.

You interrogate the marauders' leader who claims that they pursued a boy on a horse through the wood the previous night. But strangely he says the storm seemed to protect the lad from their harm and lightning finally brought their pursuit to a halt when a great tree crashed between his men and the boy. The boy was heading north. Leaving this Foul captain to the tender mercies of the villagers, you ride on the next morning.

● Turn to 16

22) You ride into the strangely deserted village. As your troops congregate in the centre, arrows pour in from all sides. You had already dismounted but the rest of your warriors depart the scene quickly. Throw against their skill. If you succeed only 10 men are killed by arrows — strike them from Luxor's Command. If you fail, 30 men

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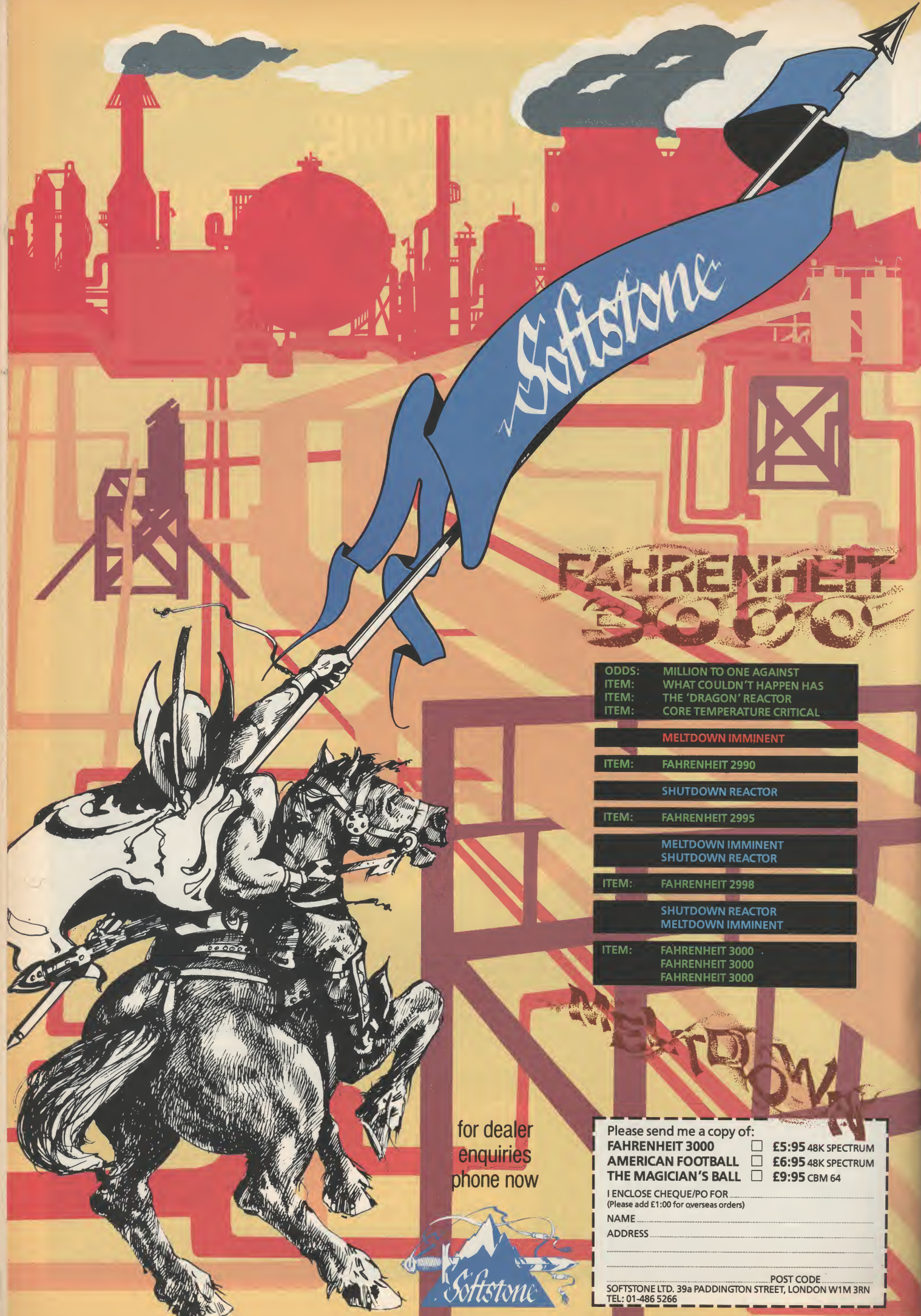
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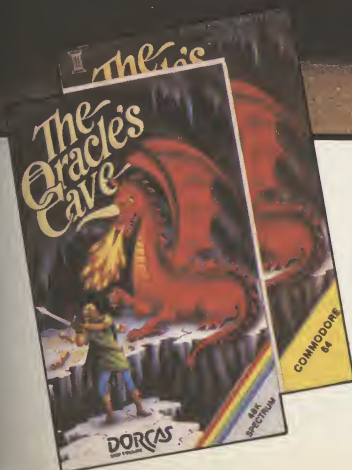
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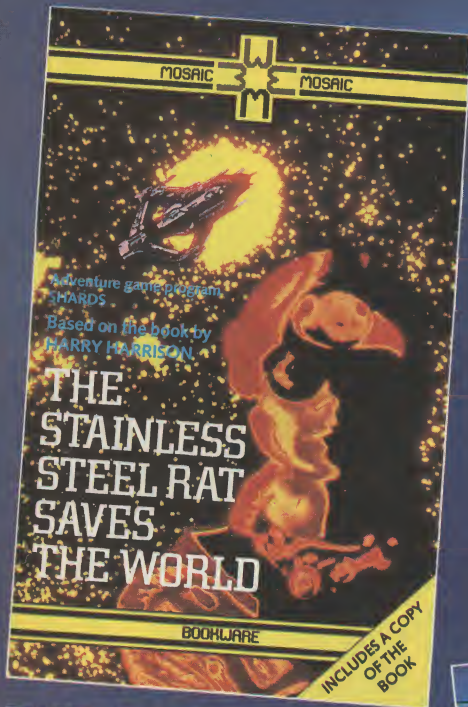
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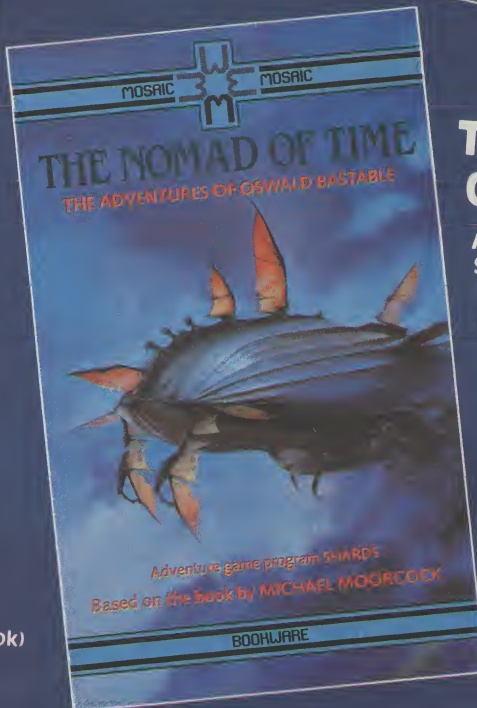
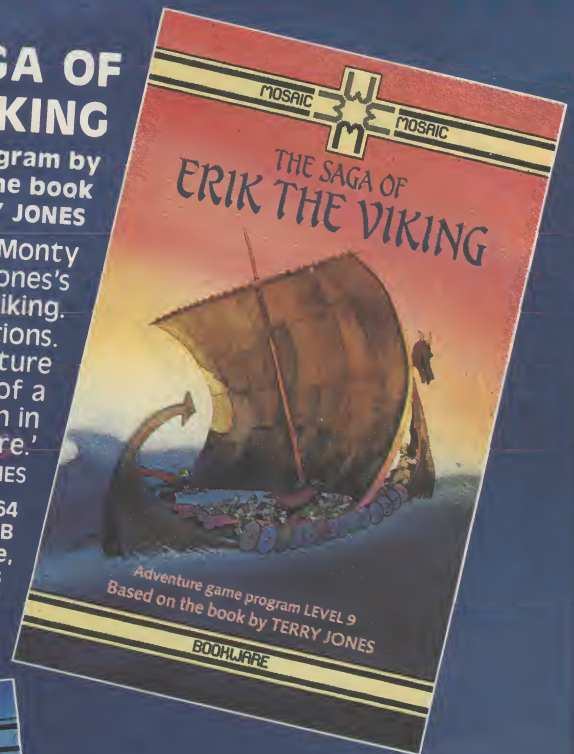
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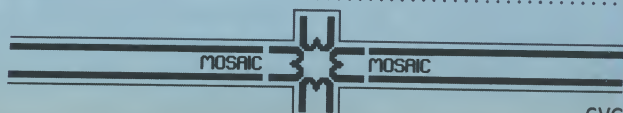
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are slain and must be struck from Luxor's command.

Once, they have reached the cover of the forest, the survivors regroup and hail the Doomguard who have just rushed out to capture you. You recognise the voice of your second-in-command Valethor: "Harken ye servants of the slain. We are warriors of the Free, veterans of the slaying at 'Ushgarak'".

A massive Doomguard in black chainmail strides forward to grab you: "Think you not that we Doomguard are so befuddled as not to know a prize when we see one," He shouts. "Lord Luxor is known to us and methinks we have the power to bargain here."

● Do you spit in his black eye and tell him to do his worst? Go to 3.

● Do you suggest that you and he settle the matter in a fair fight? If you win they will surrender the village and leave peacefully. If he wins you will surrender your men's provisions and return to the Castle of Dreams. Go to 30.

23) A group of 20 men is despatched at your bidding to make entry into Grark and find if aught hath moved into occupancy since the Lords of the Free broke its defenders on the way to Ushgarak. They do not return for several hours and as you are about to command a second unit behind its dank walls, one of the men runs screaming from the broken gateway. "Where are the others?" you demand.

"Killed, Lord Moonprince," he splutters at last, "Every man dead at the hands of some foul witchery that lingers there still."

Stunned, you refuse to order any more men within the castle walls but return to the camp. Strike 20 men from Luxor's command chart.

● Go to 5.

24) After a long ride you come to the mountains and a pass leads through a steep gorge. The path leads you along a narrow twisting route before opening out onto a still narrower ledge. On one side the mountain rises up sheer above you. On the other, the gorge falls clear away to a series of frozen stretches of water far below.

Some way along this ledge a cluster of boulders tumble down and it is a miracle that no horse is pushed over the edge with them.

Second-in-command, Valethor, points to a jutting thrust of rock up ahead over which hangs a collection of loose boulders, some 50 metres up. "A ledge seems to run parallel to this one my Lord," he says. "If a trap is to be sprung, what better place than there?" He points to the jutting rock. "And in truth Sire none of us can climb to the higher path, for the rock is sheer."

● You send a scout ahead to see if he spies aught from the far side. Go to 32.

25) The arrows rain down on the rock and you hear your scout shout. "Got him sire. I heard his moan and it should be safe to pass now."

● Go to 6.

26) The path leads on past a rock shaped like a hawk and then up high into cold mist, finally emerging into brilliant sunlight, perhaps the first to fall on the Mountains of Death for 100 years. Looking south you can make out the sacked citadel of Ushgarak where Doomdark's body still lies where you slew it all those moons ago.

● Go to 12.

27) Within one of the tents you find a coffin which also has the eye and hand symbols. The men with you shy away and you too can feel the evil emanating from the casket.

● Will you burn it? Go to 35.

● Or will you open it? Go to 7.

28) Suddenly you find yourself separated from the rest of your command by dancing lightning and you see a vision of a beautiful yet somehow cold woman. A mocking laugh chills the very souls of your troops who believe their Moonprince magicked away by some trick of the storm and that enchanted laughter. Roll against their skill. A roll under the current total means that they await developments. Above the current total and a group of seven take fright and ride off into the forest. Strike one box from your command chart.

Within the circle of lightning the woman beckons to you and you observe that she seems to be urging you to the north. Then the lightning subsides and you reappear amidst your warriors.

● Will you now seek shelter? Go to 47.

● Or will you carry on following the path? Go to 37.

29) Your pursuers are turned upon twice before finally dispersing the attackers. You lose another 10 men in the process and they return still tired by morning.

● Go to 16.

30) The Doomguard laughs: "Bring your men forward to witness this bargain then."

The Free send a deputation from the forest who hear the bargain and agree, at your command, to bear witness to the contest. Halberg is a good fighter with a Skill of (4), however he is weak from days of wandering and has a Stamina of (5). You must fight him in single combat until either he or you are slain. Before this combat commences roll a dice for yourself and for Halberg. The character with the highest number makes the first blow.

● If you are slain the quest ends here.

● If you slay Halberg turn to 48.

31) The giant turns at your hail and his face spreads into a broad grin. "Ah a Moonprince by your trappings. I had been warned to expect this meeting." I was sought out by Rorthron, Wisest of the Tower-Dwellers in yon mountains. He gave me this message to deliver.

"He says he will wait for you below the White Fang at the far side of this great range. But two days can he wait and no more. Follow my tracks back and it will lead you to a pass. It is to be found after that."

He gives you some provisions for the journey. Tick one box on your chart.

● Go to 24.

32) A scout is found and despatched beneath the rocks. He shouts from the far side: "There is movement up there lord. I think it may be a Skulkrin trap."

● Do you carry on regardless? Go to 10.

● Send a cluster of arrows skywards? Go to 25.

33) If you are currently holding the moonring go to 45.

If you do not have it in your possession go to 11.

34) You drop into the mouth of the cave and surprise a huge ice troll armed with a club and a knife. With barely time to notice that the supports of the bridge have been cut away, you are dodging the first blow. The Ice Troll has a stamina of 6 and a skill of 5.

● If the ice troll triumphs the quest ends here.

● If you triumph go to 40.

35) Beyond the Doomguard's camp you begin to see the end to the Mountains of Death. Beyond them stretch the cold frosted plains which will lead eventually to the Frozen Wastes which mark the barrier to Midnight. Up ahead you can see a tall white needle like point which you decide must be the White Fang. You head there at a gallop.

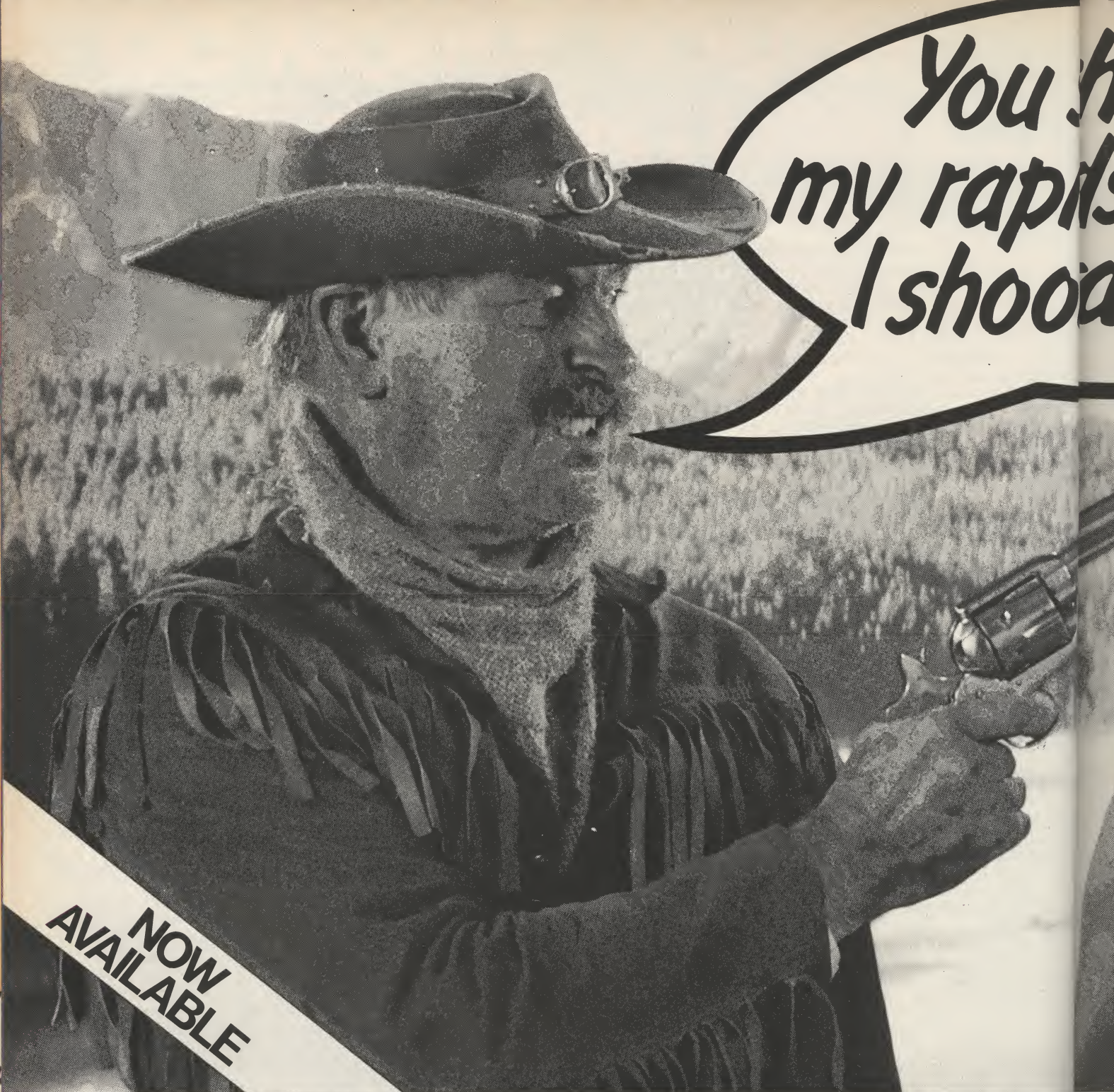
● Go to 20.

36) Last night's storm is threatening to return behind you as heavy clouds now scud overhead. The rumble of thunder draws ever closer from the south. Your captains advise caution and suggest shelter until it has passed by.

● Do you search for shelter on a well beaten track lying to the northeast? Go to 47.

● Do you carry on northwards? Go to 28.

37) Now the rain has ceased as suddenly as it began. Approaching a clearing you notice a group of people huddled beside the trail. Their leader hails you. "Brave lord, halt I beseech you. We are badly in



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need of your services. Our village has been taken from us by the remnants of the Witchking's evil Doomguard.

- Do you order your men to attack the village? Go to 14.
- Or do you decide your mission is too important to be waylaid and skirt the village to the west? Go to 42.

38) You camp for the night beside the empty Citadel of Grark. Its black walls stare down on your camp fires. Before you lie the Mountains of Death. It is hard to know which the men find more forbidding.

- Do you send a small group of men into Grark to see what was left there after its sacking all those moons ago? Go to 23.
- Do you ride on next morning? Go to 5.

39) The bridge collapses with 30 men on it. (Strike them from your command). Then amid whoops of joy, fell creatures can be seen rushing out to gather the bodies from concealed places. As he fell, the leading captain shouted a warning and pointed to a spot in the hillside below the bridge. Horrified you decide to investigate further and soon discover some steps behind the bushes cut in the rock leading downwards to a cave-like opening.

- Do you decide to go down alone and investigate? Go to 34.
- Do you continue the quest on this side of the gorge? Go to 26.

40) The ice troll lies in its own black blood when you hear a noise from the far end of the cave. You suspect that the creature's mate lies in wait for you there.

- Do you decide that your casualties have been avenged and rush out of the cave? Go to 26.
- Or will you investigate further? Go to 18.

41) Your cavalry charge through the tents, scattering the rabble who are little match for them. However among the rabble are some Doomguard stalwarts. They number 60 men and have a skill of 3. (10) (10) (10) (10) (10) (10). Luxor's Cavalry strike first. These Doomguards will fight to the death. When the battle is over will you:

- Search the camp? Go to 27.
- Or burn it? Go to 35.

42) You ride around the village and that night camp beyond it. But while you sleep the guard you posted around your fires suddenly come under attack. The ambushers are mounted and ride into the camp firing arrows and loosening some of the horses. Their skill is equal to your cavalry. They number but 60 men: (10) (10) (10) (10) (10) (10).

Fight these marauders with Luxor's Cavalry. They attack first, then Luxor's Cavalry can retaliate.



Shareth the Heartstealer

This battle continues until just 20 marauders remain — then they will flee into the night.

- Do you send a force off in pursuit? Go to 29.
- Or redouble the guard and try to get what rest you can before morning? Go to 16.

43) You charge across at a gallop. Throw a dice and abide by the score as follows:

1-4: The ice breaks under a section of the cavalry and 30 men and horses plunge to their death. Strike 3 boxes from Luxor's Command.

5-6: The ice breaks and Luxor goes down with 30 men. He alone is saved. Strike 3 boxes from Luxor's Command and 2 points from Luxor's stamina.

On the far side you realise the Moonring has slipped from your finger. You decide there is no chance to find it again.

- Go to 38.

44) The way around the lake is long and tiring. Both your men and yourself feel the effects of the three day trek. If you had provisions before cross them out now. You have suffered the loss of one point stamina from the exertion. And in addition you have lost the Moonring during the journey.

- Go to 38.

45) The ledge leads onto a distant rope bridge as the voice had said it would. It hangs over the gorge in surprisingly good repair and you consider it would easily take the weight of many men. On the far side of the gorge a path winds off into another valley. While on this side the ledge continues past the bridge.

- Will you avoid the bridge and continue on this side of the gorge? Go to 26.
- Do you decide to cross as promptly as possible? Go to 39.

46) Resting to the north of the Doomguard camp, curiosity demands that you pull out the Crystal Ball and stare into it. Within it, the mountain scenery distorts and glistens. The lights twinkle more brightly seeming to hold your gaze ever more intently. Suddenly they resolve themselves into a beautiful woman with a cruel gaze who smiles at you. Words form in your mind: "Ah my brave Moonprince. Slayer of my father the

Witchking. How fitting. You killed my father, I have your son. Yes Morkin is mine. Already he has passed through the Frozen Gates into my realm, beautiful frozen Ice-mark where you cannot follow. Or can you I wonder?"

"Well, follow if you can, Moonprince. I will try to entertain your son between times."

- Go to 35.

47) The track leads to a clearing before a sheer and pitted hillside. Caves dot the cliff and one of your men discerns a movement in one of them high above you as a rope ladder is hurriedly pulled up.

Your hail brings an old hermit to the mouth of the cave. At your request for shelter he warns that the lower caves are unsafe in heavy rain and that he believes them haunted. There is a village further north-east and he advises that your band heads in that direction.

- Do you take his advice and head northeast? Go to 15.
- Do you ignore him and order your men to dismount and find shelter in the caves as best they can? Go to 2.

48) With your blade sticking in his side, Halberg collapses. "Remember your promise to my men m'Lord. They will be faithful to mine or I'll come back and haunt every last dog. Within my pouch is an emblem. It belonged to one of the Free Lords. He hailed from the forest of whispers and met death by my hand in the Mountains of Ithiril. The Fey I know hold great store by it. Return it to them — it has magical properties."

With a last curse at life, he dies. His men pick up the body and nervously make to leave the village. Fingering the emblem in the shape of a falcon, you motion for your men to let them leave. (Note the Falcon emblem on your player chart).

- Now turn to 16.

49) Arriving at the White Fang, you are hailed by Rorthron who waits at the base of the mountain.

"I have grave tidings. Morkin has been spirited away into the Land of Ice-mark to the North. He is the prisoner of Shareth, Doomdark's daughter, and I fear for him. To rescue him we must go through the legendary Frozen Gates — but first I need to find a spell to open them. Something will come to me."

- Go to 50.

50) Rorthron turns to you: "Tell me, my prince, what was the most important treasure you could have found on your adventures?"

- A: The Power Head
- B: The Emblem of the Falcon
- C: The Crystal Ball

Keep your answer until the third issue!

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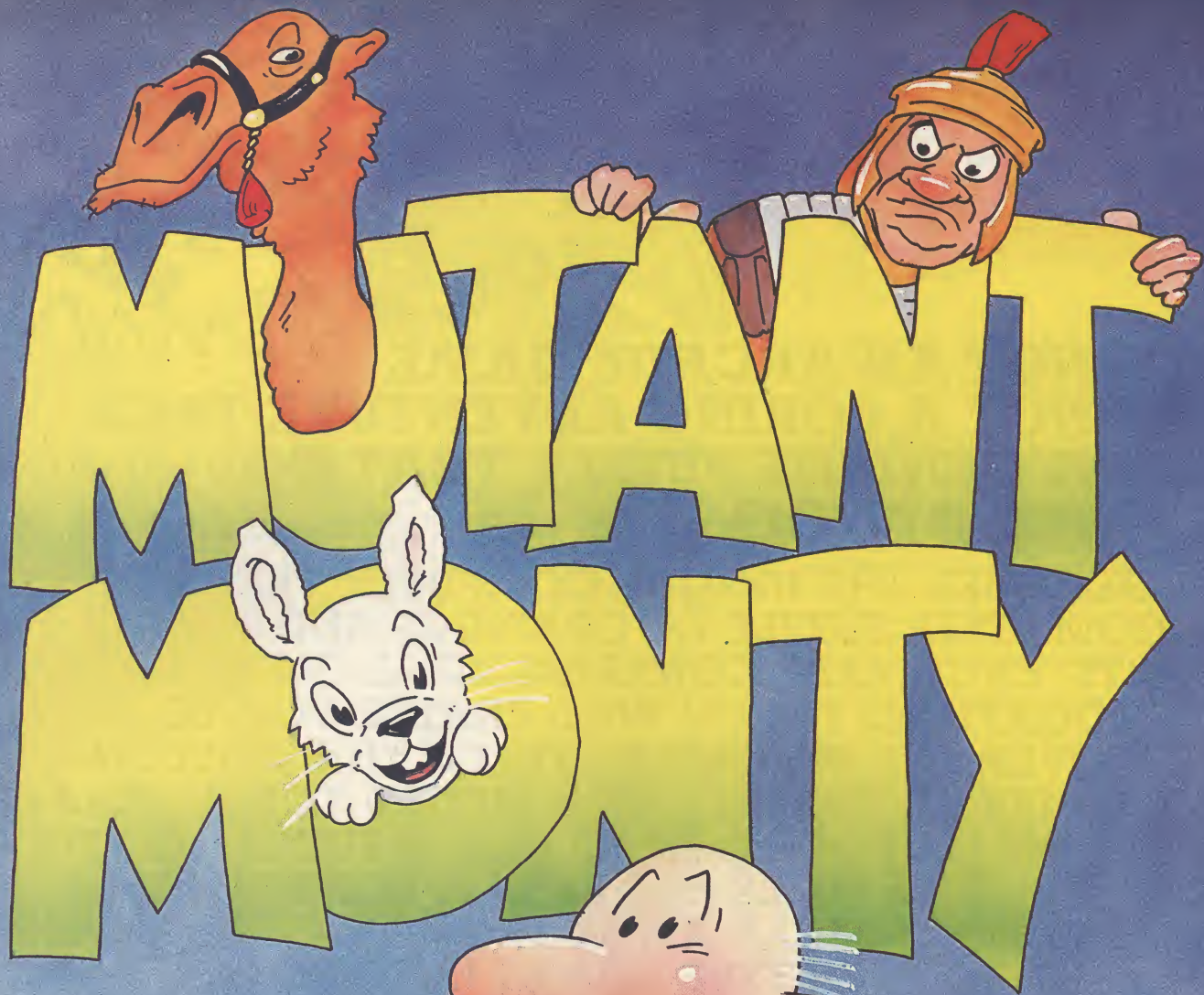
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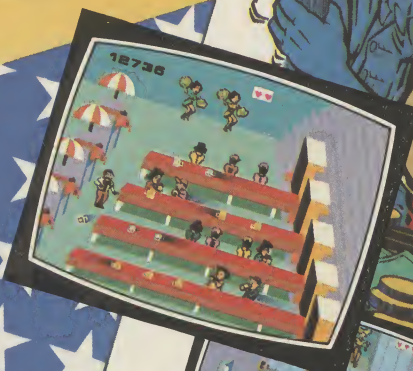
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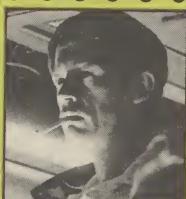
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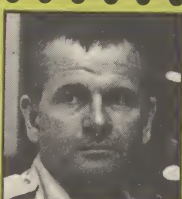
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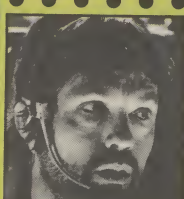
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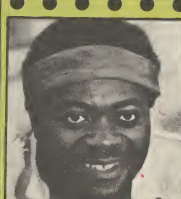
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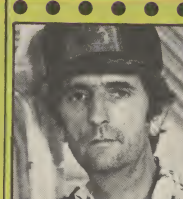
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